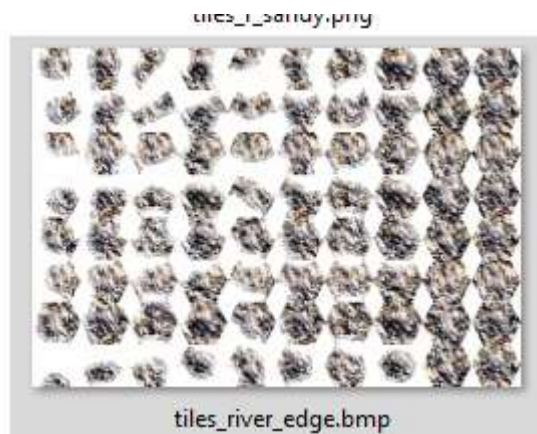


Bug in The Operational Art of War IV

Enabled uberdupe logging. Noticed an error loading an image file “tiles_river_edge.bmp”

```
13 Start :RegenerateCounterBitmaps(b).
14 Start :get_3dGraphics
15 Start :getMapviewBitmaps
16 General :UserBitmap : tiles_river_edge (C:\Program Files (x86)\Steam\steamapps\common\The Operational Art of War IV\Graphics\tiles_river_edge.bmp) : (00000000)
17 General :UserBitmap : tiles_river_edge (missing) : (00000000)
18 General :Directory Search Order
19 C:\Program Files (x86)\Steam\steamapps\common\The Operational Art of War IV\Scenarios\
20 C:\Users\Chris\Documents\My Games\The Operational Art of War IV\Scenarios\
```

Since TOAW4 does not have edge based rivers, and to get rid of the annoying logging error, I decided to add a bogus bmp file to my user documents Graphics Override folder.



I started a new scenario in the scenario editor. Look at what shows up on a clean template! I noticed this in existing live scenarios too. Always on the 32,26 hex. Looks like there is some old test code, or something similar, adding bogus data to a hex.



France 14, for example

