# **Scratch logo and symbol, meaning, history, PNGAsteroids 4a: Fixing a ‘bug’**

*An unwanted effect of adding the torpedoes is that all the steering, thrust, and fire controls work on the torpedoes. We want them to only work for the ship.*

* Modify the turn left control by adding an **if** statement around the turn instruction.
* Add the condition to the if statement, to check that the costume name = ship.

Graphical user interface, application

Description automatically generatedGraphical user interface, application

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* Graphical user interface, application

  Description automatically generatedDo the same for the right turn.
* Chart

  Description automatically generatedDo the same for thrust (moving forward). I used the up-arrow for this one.
* And finally, do the same for torpedo fire control. This is the one that clones the ship. I used the down-arrow. You may have used different keys, but that’s OK.

Graphical user interface, application

Description automatically generated

Unexpected ‘bugs’ are very common when writing code. Stay alert!