# **Scratch logo and symbol, meaning, history, PNGAsteroids 5: 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.*

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

Graphical user interface, application

Description automatically generatedGraphical user interface, application

Description automatically generated

1. Graphical user interface, application

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

   Description automatically generatedDo the same for thrust (moving forward). I used the up-arrow for this one.
3. 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!*