

OgreBot - Bug #1242

EQ2OgreHirelingX issue with Large Freeport Guild Hall

2014-10-17 03:55 PM - Olgie

Status:	Resolved
Priority:	Normal
Assignee:	Kannkor
Category:	Miscellaneous
Target version:	
vbulletin_issue_id:	
Description	
Line 318 is "eq2execute "/apply_verb \${Actor[Zone_exit].ID} Exit"" which does not work in the Tier 2 Freeport Guild Hall. Changing "Zone" to "Door" does work.	
"eq2execute "/apply_verb \${Actor[door_exit].ID} Exit"" does work.	

History

#1 - 2014-10-19 11:37 AM - Kannkor

- Status changed from New to Resolved

Fixed with OgreBot patch: OgreBot-17.028. Just did a global check for both.

One thing you may have to test, is if zone_exit does exist also in the freeport tier2, then I may have to revisit this again. I went on the assumption it did not exist.