

OgreBot - Bug #1274

Issuing command "ogre depot -allh" results in an error

2014-11-11 10:19 PM - Scoops

Status:	Closed
Priority:	Normal
Assignee:	Kannkor
Category:	Broken Feature(s)
Target version:	
vbulletin_issue_id:	
Description	
Attempting to issue the command "ogre depot -allh" results in the following errors in the console:	
Loading harvest depot for XXX Guild Hall...	
Error:Incomplete index @CurrentResource:Set[{\$Me.CustomInventory[{\$xx}].Name}]	
Error:Incomplete index	
@\${setEQ2OgreDepotResourceInfo.FindSetting[{\$Me.CustomInventory[{\$xx}].Name}].FindAttribute[Type].String}	
Depoting finished.	

History

#1 - 2014-11-11 10:29 PM - Scoops

Little more info.. successive runs sometimes produces different (but similar) errors:

Loading harvest depot for XXX Guild Hall...

Error:No such 'mutablestring' method '46d044f634bcaffe' @CurrentResource:Set[{\$Me.CustomInventory[{\$xx}].Name}]

Error parsing data sequence ':Voice Modulator']

Dumping script stack

-->C:/Program Files (x86)/InnerSpace/Scripts/eq2ogrecommon/EQ2OgreDepot.iss:375 Depot()

CurrentResource:Set[{\$Me.CustomInventory[{\$xx}].Name}]

C:/Program Files (x86)/InnerSpace/Scripts/eq2ogrecommon/EQ2OgreDepot.iss:189 main() call HarvestDepot.Depot

#2 - 2014-11-11 10:39 PM - Kannkor

What version of ISXEQ2 are you on?

And what resource(s) do you have in your inventory that is causing it? I loaded a toon and I can't reproduce this error.

Loading harvest depot for Super Amazing Ogre's Guild Hall...

Adding Raw to Depot: white peony tea leaf - Tier: 10

Adding Raw to Depot: thick bear pelt - Tier: 10

Adding Raw to Depot: ripe mangosteen - Tier: 10

Depoting finished.

#3 - 2014-11-12 05:47 AM - Scoops

Was using .0007 last night, but tried again this morning and .0014 seems to have fixed it all. The resources were a combination of T10 and T11.

#4 - 2014-11-12 06:00 AM - Kannkor

- Status changed from New to Closed

Okay excellent.

Closing this.