

## ISXEQ2 - Bug #1281

### item.IsCollectible always returns false

2014-11-13 06:16 PM - uiyice

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	Amadeus
<b>Category:</b>	Broken Feature(s)
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>The item member IsCollectible appears to be currently broken, and always returning FALSE regardless of whether the item is collectible or not. I swear last night it was only 'sometimes' broken, but I could easily be mistaken. However, at the moment, it is behaving 100% broken for me.</p> <p>Any ole collectible off the broker should do...</p> <pre>echo \${Me.Inventory[exactname,plain violet butterfly]}</pre> <p>plain violet butterfly</p> <pre>echo \${Me.Inventory[exactname,plain violet butterfly].IsCollectible}</pre> <p>FALSE</p> <pre>echo \${ISXEQ2.Version}</pre> <p>20141111.0015</p>	

#### History

##### #1 - 2014-11-13 06:32 PM - Amadeus

- Status changed from New to In Progress
- Priority changed from High to Normal

##### #2 - 2014-11-13 07:07 PM - Amadeus

- Status changed from In Progress to Feedback Required

I believe that version 20141111.0016 (just released) will fix IsCollectible. Can you check also item.AlreadyCollected and make sure it's working too and report back here?

##### #3 - 2014-11-13 08:02 PM - uiyice

20141111.0016 appears to fix IsCollected. And AlreadyCollected appears to be working right on all the collectables spot tested.

##### #4 - 2014-11-13 08:03 PM - Amadeus

- Status changed from Feedback Required to Resolved