

ISXEQ2 - Bug #1335

Item Datatype .ExamineText Crashing

2015-01-08 12:53 PM - bjcasey

Status:	Closed
Priority:	Urgent
Assignee:	Amadeus
Category:	Crash
Target version:	
vbulletin_issue_id:	
Description	
Typing: <code>\$(Me.CustomInventory["Lavacrafter's Robe of Superior Stamina"].ExamineText)</code> will sometimes cause a crash. Different items didn't matter. If the session was going to crash it will do it on the first <code>.ExamineText</code> .	
Crash log is below:	
http://pastebin.com/Jjnru3uT	

History

#1 - 2015-01-08 11:42 PM - Amadeus

- Status changed from New to Feedback Required

I just uploaded a test version (20150106.0002) to <http://updates.isxgames.com/isxeq2/test> Try it and see if it has the same crash using `item.ExamineText`.

#2 - 2015-01-11 08:15 PM - Amadeus

- Status changed from Feedback Required to Closed

I did not see any way to resolve this crash. Until there is a pattern, I don't see a way to fix it. So, my suggestion would be to avoid using this member entirely and, instead, use the "TextVector" MEMBER of the `examineitemwindow` datatype:

```
December 19, 2006 -- By Amadeus
[ISXEQ2-20061215b.exe]
* Added the following new MEMBERS to the 'examineitemwindow' datatype:
  1. TextVector (int type) [ Number of "Texts" in the TextVector ]
  2. TextVector[#] (eq2uielement type) ['text' eq2uielement type]
```

So, for each item you would need to "examine" it so that the window opens, and then use `$(ExamineItemWindow.TextVector)` to get the information you want.

To be honest, this may be the only way to safely get the information. The method that I use for "ExamineText" is hackish and not anticipated by the client, so that's probably why it's not stable. (The client doesn't really need to know the `examinetext` except for `*in*` an `ExamineItemWindow`.)