

BJ Movement - Bug #1402

Captain Krasnok the Immortal

2015-05-08 12:04 AM - LostOne

Status:	Closed
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Part of the movment script doesn't seem to be ending after the Captain Krasnok the Immortal fight. I continue to get the following spam in my console after he's dead... it doesn't even end when you zone out.	
23:57:18: Clicking on cannon ball 1. 23:57:20: Clicking on cannon ball 1. 23:57:22: Clicking on cannon ball 1.	

History

#1 - 2015-07-03 02:26 PM - LostOne

2 fixes are needed for this fight:

First, if you are redoing this fight from a failed attempt and the bard already has a cannonball on him it will be stuck in a loop trying to pickup a new one when you already have on in your inventory. Runscript this prior to the fight:

```
if ${Me.Inventory[a heavy cannonball].Quantity} == 1
{
    Me.Inventory[a heavy cannonball]:Destroy
}
```

Second, is after the fight you need to reload movment because it doesn't auto disable on death:

```
relay ${OgreRelayGroup} BJ End Movement
wait 50
relay ${OgreRelayGroup} BJ Movement
```

#2 - 2015-07-29 09:03 PM - blammo

agreed -- been bitten by both bugs, and ended up having to (1) delete the cannon ball, and (2) kill/reload all scripts.

#3 - 2015-11-19 08:36 AM - bjcasey

- Status changed from New to Closed