

ISXEQ2 - Bug #1605

EQ2Craft: can't recognize lvl 60-69 smith recipes in writs

2016-05-07 03:44 AM - Wishbringer

Status:	Closed
Priority:	Normal
Assignee:	Amadeus
Category:	Broken Feature(s)
Target version:	
vbulletin_issue_id:	
Description	
Have an armorer.	
while crafting lvl 60-69 writs I get several messages, that "amantine XXX" can't be found.	
Seems parser ignores two first letters from "Adamantine XXX".	
Modifying "CustomWrits.xml" with new entries doesn't seem to work.	

History

#1 - 2016-05-07 04:32 AM - Amadeus

This will most likely be impossible to fix without having access to a character doing those writs so that I can see what's going on.

The easiest solution would probably be to simply power level through the 60s (perhaps even to max level) just crafting items, and then do writs.

#2 - 2016-06-19 11:57 PM - Amadeus

- Status changed from New to Closed