

ISXEQ2 - Bug #1633

`#{EQ2Mail[opened].Body.Length}` crashing EQ2

2016-06-18 05:17 AM - leverage

Status:	Resolved	
Priority:	Normal	
Assignee:	Amadeus	
Category:	Crash	
Target version:		
vbulletin_issue_id:		
Description		
Encountered a couple of problems with EQ2Mail in some custom scripts that use to work. <code>#{EQ2Mail[opened].Body.Length}</code> is now crashing EQ2 entirely. Additionally, <code>EQ2Mail[opened]:ReceiveGifts</code> isn't retrieving the gifts from mail anymore.		

History

#1 - 2016-06-18 02:34 PM - Amadeus

- Status changed from New to Resolved

Fixed in 20160614.0005