

BJScripts - Bug #1652

bj harvest

2016-07-13 05:55 PM - Silk

Status: Resolved	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>I've been having problems with inventory harvestables since Sunday. Characters keep talking to ponies or hirelings over and over and never takes their loots</p> <p>using 1.62 patch 133...im in my GH, says a default zone information file for GH does not exist type bj zi setup into the console and configure this zone.....I do this but there is no option for GH and I don't know what to do here.</p> <p>.....waiting to pony...summoning pony...checking pony conversations options.....i can see the option boxes but there is an error no such eq2text member label @\${EQ2UIPage[ProxyActor,Conversation].Child[Text,ChatPage.MessageText].Label}</p> <p>I have also been getting a problem where I click start and nothing at all happens, it just says status idle until i click stop</p>	

History

#1 - 2016-07-14 06:50 AM - bjcasey

- Status changed from New to Feedback Required

This should be fixed now. Can you please confirm?

#2 - 2016-07-14 07:27 AM - Silk

I am still getting the same errors.

10:12:31: [Buffer:BJZoneInformation]: A default zone information file for [my guild hall] does not exist! Type BJ ZI Setup into the console and configure this zone.

10:12:33: Waiting for Pack Pony ability to be detected...

10:12:34: Checking pony conversation options...

Error:No such 'eq2text' member 'Label' @\${EQ2UIPage[ProxyActor,Conversation].Child[Text,ChatPage.MessageText].Label}

10:13:18: Checking hireling conversation options...

Error:No such 'eq2text' member 'Label' @\${EQ2UIPage[ProxyActor,Conversation].Child[Text,ChatPage.MessageText].Label}

#3 - 2016-07-14 11:30 AM - bjcasey

I forgot to upload the patch. :(

Sorry for the inconvenience. You should now be able to properly patch to:

ISXBJ Loading...

Version Information:

Build Date: 2016.07.14

Patch Version: 133

#4 - 2016-07-14 07:21 PM - Silk

working good now, thanks.

#5 - 2016-07-14 08:37 PM - bjcasey

- Status changed from Feedback Required to Resolved