

ISXEQ2 - Bug #1654

item.SubType - returns incorrect string, or CTD

2016-07-16 11:11 AM - uiyice

Status:	Resolved
Priority:	Low
Assignee:	Amadeus
Category:	Miscellaneous
Target version:	
vbulletin_issue_id:	
Description	
ISXEQ2.Version -> 20160712.0006	
The SubType member of the item structure appears to be returning an incorrect string. Often, it simply returns the item name. Sometimes, it returns garbage. And rarely, touching it invokes a Crash to Desktop.	
An example level 1 item commonly found on the broker (although it seems to be all items)	
<code>#{Me.Inventory[Brilliant Bristlebane Day Robe]}</code> -> Brilliant Bristlebane Day Robe	
<code>#{Me.Inventory[Brilliant Bristlebane Day Robe].Name}</code> -> Brilliant Bristlebane Day Robe	
<code>#{Me.Inventory[Brilliant Bristlebane Day Robe].Type}</code> -> Armor	
<code>#{Me.Inventory[Brilliant Bristlebane Day Robe].SubType}</code> -> Brilliant Bristlebane Day Robe	

History

#1 - 2016-07-17 04:45 AM - Amadeus

- Status changed from New to Resolved

This is fixed in the test build of ISXEQ2 and will go live on Tuesday.

July 17, 2016

[20160712.0012 -- Test Build]

- * Fixed the "SubType" member of the 'item' datatype
- * Re-added the "DamageType" member back to the 'item' datatype
- * The "Type" MEMBER of the 'item' datatype has been modified as follows:
 - Ranged weapons will now return "Ranged Weapon"
 - Adornments will now return "Adornment"
 - Sales Displays (Vendor Containers) will now return "Sales Display"