

OgreBot - Bug #1665

ogre depot -hda doesn't recognize the large personal harvest depot

2016-07-21 06:34 PM - ClassicCoke

Status:	New
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>When running the command "ogre depot -hda" it doesn't appear to recognize the large personal harvest depot in a house.</p> <p>I think the file is EQ2OgreDepot.iss and I think the following change fixes it.</p> <pre>variable int64 DepotID if \${Actor[tradeskill unit,"Harvesting Supply Depot"]}(exists) DepotID:Set[\${Actor[tradeskill unit,"Harvesting Supply Depot"].ID}] elseif \${Actor[special,"Tinkered Personal Harvest Depot"]}(exists) DepotID:Set[\${Actor[special,"Tinkered Personal Harvest Depot"].ID}] elseif \${Actor[special,"Personal Harvest Depot (small)"]}(exists) DepotID:Set[\${Actor[special,"Personal Harvest Depot (small)"].ID}] elseif \${Actor[special,"Personal Harvest Depot (large)"]}(exists) DepotID:Set[\${Actor[special,"Personal Harvest Depot (large)"].ID}] else { echo \${Time}: OgreDepot: No depot found. wait 20 return }</pre>	