

## ISXEQ2 - Bug #1717

### /craft not working (not recognizing progress and not performing actions)

2016-10-17 08:10 AM - Wishbringer

<b>Status:</b>	Closed
<b>Priority:</b>	Normal
<b>Assignee:</b>	Amadeus
<b>Category:</b>	Broken Feature(s)
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	

#### Description

just started EQ2 again after month of absence.

/craft starts UI like earlier times. But after selecting Recipes and starting crafting nothing happens.

It doesn't open recipe. When opening recipe manually, no skillactions are performed.

Tried to start actions manually (earlier bug, when first action had to start to beginn automatic crafting). Still nothing happens.

When reactions appear, nothing happens too. Looked for "unknownreaktionarts.txt", isn't present.

So it seems that full action part of /craft is borked.

#### History

**#1 - 2016-11-29 11:51 PM - Amadeus**

- Status changed from New to Closed

Kannkor took a look through /craft and it appears that things are now working. If you're still having problems, please create a new issue here on Forge and mention whether things are exactly the same or better, as well as any thing you might have done to try and fix the problem on your end.