

## OgreBot - Bug #1749

### Error while using autohunt

2016-12-31 12:50 PM - inire

<b>Status:</b>	Closed
<b>Priority:</b>	Normal
<b>Assignee:</b>	Kannkor
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
[11813937] ISXEQ2: character.ToActor[] is deprecated. Simply remove it entirely (e.g., <code>#{Me.ToActor.OnFlyingMount}</code> becomes <code>#{Me.OnFlyingMount}</code> )	
[11813937] ISXEQ2: groupmember.ToActor[] is deprecated. Simply remove it entirely (e.g., <code>#{Me.Group[#].ToActor}</code> becomes <code>#{Me.Group[#]}</code> )	

### History

#### #1 - 2017-01-01 08:51 AM - Amadeus

- Project changed from ISXEQ2 to OgreBot
- Category deleted (Broken Feature(s))

#### #2 - 2017-01-02 05:11 AM - Kannkor

- Status changed from New to Feedback Required

Going to need a way to reproduce this. I've searched and searched and can't find any .ToActor anywhere.

Also check your: innerspace/extensions/ISXOgrePatcherIgnoreList.xml

Make sure you don't have it set to ignore any files, or update the files you have set to ignore (presumably for some reason).

Navigating to 2 points.

Moving to Path1

We should be back on the path, looping it..

Moving to Path1

Moving to Path2

End of OgreNav (Powered by script: AHMovement)

#### #3 - 2017-01-24 06:33 AM - inire

going to close this. found the issue was a seperate script that someone else wrote that I had in my tank's load list.

Sorry for confusion.

#### #4 - 2017-01-24 08:06 AM - Kannkor

- Status changed from Feedback Required to Closed