

## OgreBot - Bug #1751

### Replenish food/drink not taking items from depot

2017-01-01 07:37 AM - Mara

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	Kannkor
<b>Category:</b>	Broken Feature(s)
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
Currently this MCP command doesnt take food and drink out of a depot, despite having a few of each kind in the slots. It does replenish from inventory. There was a few thousand of each kind in the depot. I tried making the depot huge, making sure no other depots were close and varying distances from the depot including standing directly on it and none of these would allow me to replenish.	

#### History

##### #1 - 2017-01-02 06:27 AM - Kannkor

- Status changed from New to Feedback Required

Unable to reproduce.

I tried on my guardian with no food, then with only 1 food and both times it grabbed it from the depot.

Only guess without any more information, is you're in a guild hall I am not accounting for. echo \${Zone.ShortName}. What does it say?

You can also list which class you are using, and which food/drink you are using.

##### #2 - 2017-01-02 07:01 AM - Mara

I was trying it from a house of which I was the owner with other characters trustees.

The food and drink in question was :

Food : Victornut Battle Tart Drink :Strategists Smoothie

My classes were Conjuror Defiler Fury Troubadour and Illusionist

##### #3 - 2017-01-02 07:19 AM - Kannkor

- Status changed from Feedback Required to In Progress

Okay, this is coded to only work from guild hall, which would explain why.

I'll have a look and see if there was any reason I did that, because really if the depot exists why does zone matter.

##### #4 - 2017-01-02 07:21 AM - Kannkor

- Status changed from In Progress to Resolved

Removed the requirement to be in a guild hall. It seemed like there was no reason behind it other than a fast exit.

This change is in OgreBot 17.126