

ISXEQ2 - Bug #1757

.EffectString / .NumEffectStrings not available for items in loot window

2017-01-03 11:45 AM - user01

Status: Closed	
Priority: Normal	
Assignee: Amadeus	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
See output below:	
http://screencast.com/t/Jvz9CIWmd	
Being able to read the effect description is helpful in determining what class an item is intended for.	

History

#1 - 2017-01-15 10:59 AM - Amadeus

- Status changed from New to Feedback Required
- Assignee set to Amadeus

Just to clear, .NumEffects refers to .EffectName and .EffectDescriptionwhile .NumEffectStrings counts .EffectString (I really should redo it all to make more sense...but, as it is now, they were just added at different timesand, they really ARE different things in memory.)

Anyway, if all of these things work for other items, but just don't work for loot window items, then it's a game limitation. But, if it's a problem with all items (i.e., inventory items), then let me know and I'll see what's broken.

#2 - 2017-01-22 09:31 PM - Amadeus

- Status changed from Feedback Required to Closed