

ISXEQ2 - Bug #1765

RewardWindow TLO not populating correctly, :Accept causes client crash

2017-01-10 08:20 AM - user01

Status:	Resolved
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/30 Looks like this is broken, maybe as part of the recent changes? I created the sample script provided and ran it, and it detects the proper number of rewards but only the first reward id and name are populated correctly RewardWindow has 4 rewards available. - [825628369] Crate of Chain Armor - [NULL] NULL - [2] - [NULL] NULL and if you try to RewardWindow.Reward["<name>"]:Accept for the first item, it works, but for any of the others, the eq2 client crashes	

History

#1 - 2017-01-10 10:40 AM - Amadeus

- Status changed from New to Resolved

Fixed in version 20170105.0007