

## Quest Bot 3.00 BETA - Bug #1878

### NPC\_Dialogue bug.

2017-03-22 11:18 AM - loopy

<b>Status:</b> New	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
From what i understand the following Task step should end the TaskFile if the Reply is not available, but it chooses another option and continues on with the Task steps:	
C:  QuestBot: NPC_Dialogue  P1:  \${Me.Name}  P2:  Find_Reply  P3:  I can help catch some chokidai pups, I know where to find them.  P4:  End	