

## ISXEQ2 - Feature - Enhancement #2115

### Me.Inventory[<search>].Location to support harvesting bag

2019-03-20 11:42 AM - Kannkor

<b>Status:</b>	Resolved	<b>Start date:</b>	2019-03-20
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			

#### Description

It currently returns "Unknown"

Last expansion, they added a 'harvesting bag', it's a special bag that only harvests can go into. Doing an inventory search on it, such as `Me.Inventory[namehere].Location` returns "Unknown".

If you want to add more debugging to give you whatever information you need, I can get the information you need, or I can provide access to a toon with the bag.

#### History

##### #1 - 2019-12-26 11:26 PM - Kannkor

Not sure if this helps:

```
/bag_open 1 -14
```

Will open the harvesting bag. I'll get you access to a toon with a harvest bag here shortly also

##### #2 - 2019-12-27 05:47 PM - Amadeus

- Status changed from New to Resolved

Please see patch notes from version 20191219.0012