

OgreBot - Bug #2131

Ogre Craft not searching for "Woodworking Table" after "Sawhorse" not found.

2020-03-22 08:56 AM - rlane187

Status: New	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
An older patch not says:	
Versions: ISXOgre-2012.04.20, Patch Version-151, OgreBot-15.053, OgreCraft-1.019 (Available from autopatcher) - Kannkor	
<ul style="list-style-type: none">• Changed files: Transmute.xml• OgreCraft<ul style="list-style-type: none">◦ Any recipe that calls for a "Woodworking table" - Will check if a "Sawhorse" exists, it will use that. If no sawhorse exists, it will change to looking for a woodworking table instead.◦ Commas in recipe names now display properly (they always worked, just didn't display)• Transmute.xml<ul style="list-style-type: none">◦ Increased max level of items to 100.	
However, Ogre Craft is resetting the queue after "Sawhorse" is not found in Neriak and Freeport. I play on a TLE server. I have used Ogre Craft to grind my Carpenter to 70 and it has worked fins up until this point.	