OgreBot - Bug #2153

Session hangup (crash) when doing oc !c -AcceptReward with a SELECT reward window opened

2020-06-28 09:08 AM - ethreayd

Status:	New
Priority:	High
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	

Description

Here is how to reproduce :

Go to house, use plant to get bushel of harvest, do NOT select anything, do a oc !c -AcceptReward, the session should freeze

I have tested with using Amadeus demo code instead of ogre AcceptReward function, it does not trigger the issue. Here is the code I have used :

```
function AcceptReward_(bool AcceptAll)

{

do

{

waitframe

}

while ${Me.CastingSpell}

wait 750 ${RewardWindow(exists)}

do

{

RewardWindow:Receive

wait 10

}

while (${RewardWindow(exists)} && ${AcceptAll})

}
```