ISXEQ2 - Bug #2158

EQ2.CheckCollision and Me.CheckCollision always returning FALSE

2020-11-01 02:57 AM - Herculezz

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

Description

Could this be looked at please, thanks

History

#1 - 2021-09-25 01:18 AM - Herculezz

Any updates on this? Is it not fixable? whats the dealio? Also Me.TargetLOS is acting wonky sometimes too (For example load into VD and target a mob past the first boss door it will show TRUE)

#2 - 2021-09-27 09:48 AM - Amadeus

I went through it today and there was nothing that I saw incorrect or changed with the routines that were used with ISXEQ2 in the past.

I won't say that I might never have time or the ability to fix it, but it'd probably be a good idea to go ahead and think of alternative ways to do what you need without collision checking. Very few scripts have used it since I implemented it, so you might investigate what they're doing to avoid needing it.

#3 - 2021-09-28 01:44 PM - Herculezz

Amadeus wrote:

> I went through it today and there was nothing that I saw incorrect or changed with the routines that were used with ISXEQ2 in the past.
>
> I won't say that I might never have time or the ability to fix it, but it'd probably be a good idea to go ahead and think of alternative ways to do what you need without collision checking. Very few scripts have used it since I implemented it, so you might investigate what they're doing to avoid needing it.

I have ways around it but it makes things so hacky and botty, This really is an essential feature that is imperative in quite a few things ISXRI does, If you know of another way to determine that there is a collision (wall, boulder, any solid object) between my character and the actor he is after, im all ears!!

#4 - 2021-12-04 03:55 PM - Herculezz

Just wanted to update this and let you know its still broken, even with the new xpac and large update you had to do for it.