

## ISXEQ2 - Bug #2169

### Character.Ability.IsReady member always returns TRUE

2021-03-31 08:28 AM - Myzer

<b>Status:</b>	Resolved
<b>Priority:</b>	High
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
Causing abilities to cycle and miscast, since ready state is incorrect.	

#### History

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##### #1 - 2021-03-31 10:09 AM - Kannkor

Myzer wrote:

Causing abilities to cycle and miscast, since ready state is incorrect.

Example on a coercer: (This is for a level 120, so just adjust the spell name for your level)

echo \${Me.Ability[Power Of Mind X].IsReady} is always return TRUE, even after you cast it and it's on you.

##### #2 - 2021-03-31 10:41 PM - Amadeus

- Status changed from New to Resolved

Should be fixed in version 20210330.0003