

ISXEQ2 - Bug #2171

2021/03/30 - Crash with Item.Adornment[#]

2021-03-31 04:13 PM - Kannkor

Status: Resolved	
Priority: High	
Assignee: Amadeus	
Category: Crash	
Target version:	
vbulletin_issue_id:	
Description	
echo \${Me.Equipment[Waist].ToltemInfo.NumAdornmentsAttached}	
Returns the correct value (3 in my case)	
echo \${Me.Equipment[Waist].ToltemInfo.Adornment[#]}	
causes the client to freeze	

History

#1 - 2021-03-31 04:19 PM - Kannkor

Turns out this is not reporting correctly.

```
echo ${Me.Equipment[Waist].ToltemInfo.NumAdornmentsAttached}
```

I changed toons after talking to Myzer, to someone who has a belt with only 2 adorns possible, and it reports that 3 adornments are attached.

#2 - 2021-03-31 10:40 PM - Amadeus

- *Status changed from New to Resolved*

Should be fixed in version 20210330.0004