

ISXEVE - Bug #2229

Entity method :Jump broken

2023-03-24 07:49 PM - flibbidy

Status: New	
Priority: Normal	
Assignee:	
Category: crash	
Target version:	
vbulletin_issue_id:	
Description	
<p>when on grid and in jump range of a stargate, executing the below script should jump you though the gate, however, either nothing happens or the game crashes to desktop.</p>	
<pre>#define GROUP_STARGATE 10 function main() { if \${Entity[GroupID =GROUP_STARGATE]}(exists) { echo Stargate \${Entity[GroupID =GROUP_STARGATE].Name} found on grid! } else { echo No Stargate found on grid :(} if \${Entity[GroupID =GROUP_STARGATE]}(exists) { if \${Entity[GroupID =GROUP_STARGATE].Distance} < 2499 { echo Stargate \${Entity[GroupID =GROUP_STARGATE].Name} is in range to jump! } else { echo Stargate \${Entity[GroupID =GROUP_STARGATE].Name} is too far to jump :(} } if \${Entity[GroupID =GROUP_STARGATE]}(exists) && \${Entity[GroupID =GROUP_STARGATE].Distance} < 2499 { echo Stargate \${Entity[GroupID =GROUP_STARGATE].Name} is on grid and in range, executing Jump command Entity[GroupID =GROUP_STARGATE]:Jump } }</pre>	