

ISXEVE - Bug #2233

Most Skill Members do not work.

2023-07-12 03:32 PM - Elusif

Status:	Resolved
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Skill.Level, Skill.SkillPoints, and Skill.TimeToTrain all return NULLs.	
A mostly worthless member, TrainingTimeMultiplier still works, probably just to mock me.	
<pre>function main() { variable index:skill SkillIndex variable iterator SkillIterator Me:GetSkills[SkillIndex] if \${SkillIndex.Size} > 0 { SkillIndex:GetIterator[SkillIterator] if \${SkillIterator:First(exists)} { do { echo \${SkillIterator.Value.Name} Name echo \${SkillIterator.Value.TimeToTrain} TTT echo \${SkillIterator.Value.TrainingTimeMultiplier} TTM echo \${SkillIterator.Value.SkillPoints} Skill Points echo \${SkillIterator.Value.Level} Skill Level } while \${SkillIterator:Next(exists)} } } }</pre>	

History

#1 - 2023-07-12 04:35 PM - Amadeus

- Status changed from New to Resolved

Fixed:

July 12, 2023

[20230621.0005]

- * Fixed members of the 'skill' datatype.
- * Renamed the "SkillLevel" MEMBER of the 'skill' datatype to "TrainedLevel"
- * Renamed the "SkillPoints" MEMBER of the 'skill' datatype to "Points"
- * Added new MEMBERS to the 'skill' datatype:
 1. EffectiveLevel (int)