

ISXEQ2 - Bug #2271

eq2window .IsVisible crash

2024-03-04 05:59 PM - Kannkor

Status:	New
Priority:	Normal
Assignee:	Amadeus
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Example: <code>#{EQ2UIPage[Popup,ZoneTeleporter].IsVisible}</code>	
<p>This one is a bit tricky, because it doesn't happen all the time. I have spent hours debugging to try to narrow this issue down.</p> <p>The zone teleporter window is the window that pops up after you click a zone object (such as trying to zone into some where), and there is a list of options for you to zone into. Such as to run a solo zone, you may get a pop up giving you options: "Zone name [solo]" "Zone name [heroic]"</p> <p>It seems to happen more often, but I don't think exclusively, if you have ever changed characters without reloading your session. IE: You logged in Kannkor, then /camp, or /camp Kannk2.</p> <p>In my script (because it outputs to a file every thing it's doing with timestamps).</p> <p>It does an Actor[name]:DoubleClick to initiate the zoning process.</p> <p>It waits 5 seconds to see if you are zoning (EQ2.Zoning). If you are not, it then checks to see if the zone teleporter window is visible -> <code>#{EQ2UIPage[Popup,ZoneTeleporter].IsVisible}</code>. That can cause a crash, but some times it works.</p> <p>If you're able to have a peak at what the .isvisible check does to see if there's any additional validation checks you could do?</p> <p>Here is the full code of what I am doing for that check, but it crashes on the .IsVisible</p> <pre>if #{EQ2.Zoning} !#{Me.Name(exists)} return FALSE if !#{EQ2UIPage[Popup,ZoneTeleporter](exists)} return FALSE if !#{EQ2UIPage[Popup,ZoneTeleporter].IsVisible} return FALSE</pre>	