ISXEQ2 - Bug #2272

EQ2_onIncomingChatText SpeakerIsNPC always returning FALSE

2024-04-11 12:17 PM - jakejp

Status:	New	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		

Description

EQ2_onIncomingChatText event SpeakerIsNPC bool is always returning false. Tested on every NPC in guild hall as well as NPCs in Freeport.

Example output from atom echoing all parameters below.

    ChatType - 26
    Message - Hello, traveler! How I envy you. What I wouldn't give to journey the world as I did in my youth. Alas, my days of
    adventuring are long past, but at least I can occupy myself with my various trinkets and collections that I picked up in my travels.
    Speaker - Guild Hall Collector
    TargetName -
    SpeakerISNPC - FALSE
    ChannelName -