

## ISXEQ2 - Bug #2282

### Item.ToltemInfo.ModFlag only works if the item has a single modflag

2024-12-27 03:41 PM - Kannkor

<b>Status:</b> New	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
For example: Me.Inventory[Fay Drake Foot].ToltemInfo.ModFlag	
Returns blank because it has more than 1 modflag	
vs	
Me.Inventory[Zimaran Minion's Essence of Clarity].ToltemInfo.ModFlag   NO-TRANSMUTE	
I tested this on multiple different items/mod flags, and it all seems to work the same. A single modflag = works, multiple is blank.	

#### Files

ClarityPotion.PNG	117 KB	2024-12-27	Kannkor
FayDrakeFoot.PNG	93.5 KB	2024-12-27	Kannkor