

## BJScripts - Bug #1183

### Errors in console after launching BJQuest.

2014-09-27 01:16 PM - loopy

|   |               |
|---|---------------|
| <b>Status:</b>  | Resolved      |
| <b>Priority:</b>  | Normal        |
| <b>Assignee:</b>  | loopy         |
| <b>Category:</b>  | Miscellaneous |
| <b>Target version:</b>  |               |
| <b>vbulletin_issue_id:</b>  |               |
| <b>Description</b>  |               |
| <p>Error:Calculation failed on<br/>'\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}'<br/>@\${Math.Calc[(\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}].Round}<br/>Error:Non-numeric variable encountered in<br/>'\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}':<br/>\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}=d<br/>@\${Math.Calc[(\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}].Round}<br/>Error:Calculation failed on<br/>'\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}'<br/>@\${Math.Calc[(\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}].Round}<br/>Error:Non-numeric variable encountered in<br/>'\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}':<br/>\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}=" lxd1—<br/>@\${Math.Calc[(\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}].Round}<br/>Error:Calculation failed on<br/>'\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}'<br/>@\${Math.Calc[(\${Me.Stamina}/\${Me.Level})*1.89+\${EQ2DataSourceContainer[GameData].GetDynamicData[Stats.Crit_Chance].ShortLabel.Token[1,%]}].Round}</p> |               |

### History

#1 - 2014-09-28 12:35 AM - bjcasey

- Status changed from New to Resolved

This should be resolved with ISXEQ2 patch # 20140923.0024.