OgreBot - Bug #1193

MainIconID for actor

2014-09-29 02:50 PM - Kannkor

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

Description

I used 2 characters for this.

Player1: Using any character with a buff this will work. The following I can confirm have a buff at these levels.

- Level 2 warden/fury
- Level 4 templar/inquisitor
- Level 4 Defiler/shaman

Player2: Merely here to do actor searches. So can be anything.

Player1 casts a buff that hits themselves (IE: a self buff, a group buff, or a single target buff on yourself).

echo ${Me.Effect[1].MainIconID} * ${Me.Effect[1].BackDropIconID} * ${Me.Effect[1].Name}

Name is a server call, so it will return NULL, just do it a second time. You're only doing the name to confirm you are looking at the same buff as you expect. If you have mail, or some other icon, it's possible it would take slot 1(?).

Anyways, you should get results like this: 199 * 314 * Arcane Symphony VII

Now on Player2:

echo ${Actor[Player1Name].Effect[1].MainIconID} * ${Actor[Player1Name].Effect[1].BackDropIconID} * ${Actor[Player1Name].Effect[1].Name}

Same deal with the name. It'll come up as NULL, just do it a second time to confirm you're looking at the same buff.

In my case I get: 199 * 33082 * Arcane Symphony VII

Note: The 33082 shows up for all abilities.

This may or may not be related.

${Actor[Player1Name].NumEffects} was giving me 19.

Effect[1] to Effect[10] worked properly, Effect[11] + returned NULL or repeated abilities from 1- to 10. It seemed like it was counting backwards, IE: 11 equal to 10, 12 was equal to 9, etc.

History

#1 - 2014-09-29 02:59 PM - Kannkor

More testing to come... I just went to an NPC that I had the value for, and MainIconID returned the correct value, and BackDropIconID returned 65535 (IE: not working, but it wasn't working previously either).

#2 - 2014-10-02 12:40 PM - Kannkor

Still something different going on.

Upon further testing, there is definitely still something wrong.

.Name very rarely is populating. It is a server call, so usually you have to do it once then wait, but I spend like 2 minutes checking it, and most of the names ever populated

For example:

echo ${Actor[pc,playername].Effect[1].Name}

returns NULL, so you wait 1/2 second and do it again.

echo ${Actor[pc,playername].Effect[1].Name}
Now returns "Arcane Sympony VII"

Now I do:

echo ${Actor[pc,playername].Effect[2].Name}
Returns NULL.

No matter how long I wait, it is always NULL.

[#2-5](#) are all NULL.

[#6](#) works: echo ${Actor[pc,playername].Effect[6].Name}

[#7-10](#) are NULL

#11 works.

However..

The [#6](#) is returning the 9th buff name.

Likewise, #11 is returning the 17th buff name.

#3 - 2014-10-02 09:17 PM - Amadeus

I do believe that I've fixed the Actor Effects with 20140923.0028

Also, for the future, if there is a bug that's in ISXEQ2, you'll want to make the issue under ISXEQ2, not OgreBot (because I will assume anything under OgreBot are bugs/feature requests for OgreBot, not ISXEQ2.)

#4 - 2014-10-03 06:00 AM - Kannkor

- Status changed from New to Resolved