

## Prestige - Quest Bot - Bug #1199

### 95 - Heroic Run - Fractured Hive

2014-09-30 08:23 AM - loopy

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	loopy
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
When getting to the first name (Furious) my group will get upto the platform where the name should be and sit there. To advance i attack one of the non aggro honey globs and then they all start comming up the ramp to form the name. Probably something wrong with my setup but figured id post it here just in case.	

#### History

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##### #1 - 2014-10-02 12:55 PM - bjcasey

- Project changed from BJScripts to Prestige - Quest Bot
- Status changed from New to In Progress
- Assignee set to loopy

##### #2 - 2014-10-31 06:32 AM - bjcasey

- Status changed from In Progress to Resolved

This has been fixed in Patch # 91. Instead of changing the Quest Bot file, I changed the Movement set up for the named to target the blob to initiate the event if the Furious Honey Elemental doesn't exist.