

ISXEQ2 - Bug #1244

Chat events (EQ2_onIncomingChatText and EQ2_onIncomingText) Fire multiple times

2014-10-19 12:04 PM - Kannkor

Status:	Resolved
Priority:	Low
Assignee:	Amadeus
Category:	
Target version:	
vbulletin_issue_id:	

Description

This will be easy, or impossible to fix... :)

If you have more than 1 chat window open (multiple tabs are fine) in game, these events fire off once per window open.

Can use the following script to test:

```
function main()
{
  Event[EQ2_onIncomingText]:AttachAtom[EQ2_onIncomingText]
  while 1
  waitframe
}
atom(script) EQ2_onIncomingText(string Message)
{
  echo ${Time}: ${Message}
}
```

Now, either wait for a message to come and it will be sent to the console. You can also type something in guild to test it also. For example, this is me doing a "/gu ." with ONE chat window open.

```
14:58:30: You say to the guild, .
```

Now, on your in-game chat window, right click, and select "New Chat Window".

Now do the "/gu ." again, and we get this:

```
15:01:49: You say to the guild, .
15:01:49: You say to the guild, .
```

The in-game options for filtering chat don't seem to matter at all, as this new chat window is completely blank. It appears that the chat is sent to all windows, regardless of the filtering options in game.

History

#1 - 2014-10-20 01:49 AM - Amadeus

- Status changed from New to Feedback Required
- Assignee set to Amadeus

Should be fixed in version 20141014.0002

#2 - 2014-10-21 06:40 PM - Amadeus

- Status changed from Feedback Required to Resolved