ISXEQ2 - Bug #1265

actor .EncounterSize returning odd data.

2014-11-06 12:36 AM - Kannkor

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

Description

echo ${Target.EncounterSize} is returning odd data.

-2001312320
11625623
-2001312320
1904915520
1703339104

However it seems for the most part, the data is "correct". Meaning, the negative numbers are all mobs not in an encounter. Whereas all the positive numbers are part of an encounter. (Exception so far is the encounter training dummies, but those could be different).

History

#1 - 2014-11-06 01:53 AM - Amadeus

- Status changed from New to Resolved

- Assignee set to Amadeus

This should be fixed in 20141104.0002