

OgreBot - Bug #1268

Orge: Set up's in for Betrayal in the Underdepths (x4)

2014-11-07 01:10 PM - geekatlrq

<b>Status:</b>	Implemented
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> I have tested other raid content in other zones and it seems to be working fine but in <a href="#">Betrayal in the Underdepths (x4)</a> none of the /set up for XXX do not appear to be working.  <b>I have checked all my options enable raid options is checked.</b>  <b>I go to the suggested waypoints do the CS-JI-JO and then /r set up for XXX and nothing appears to happen the only thing I see in the console is</b>  16:04:00: Entering function ReInitializeZoneEncounterCoding...  CurrentZoneObject Exists? [TRUE] * CurrentZoneObject: [NULL]  CurrentZoneObject Not Equal NULL: [FALSE] * CurrentZoneObject Not Equal [Space]: [TRUE]  Current Zone [fprt_guildhall_tier1] was NOT found. BJ Movement encounter coding does not exist for this zone.  thank you.	

History

#1 - 2014-11-07 01:13 PM - geekatlrq

Sorry pasted the wrong msg from console

16:03:33: Entering function ReInitializeZoneEncounterCoding...  
CurrentZoneObject Exists? [TRUE] \* CurrentZoneObject: [NULL]  
CurrentZoneObject Not Equal NULL: [FALSE] \* CurrentZoneObject Not Equal [Space]: [TRUE]  
Current Zone [exp08\_dun\_skyshrine\_lower01] was NOT found. BJ Movement encounter coding does not exist for this zone.

#2 - 2014-11-07 05:57 PM - Kannkor

First... It's OGRE.

Second, what you pasted is all from ISXBJ.

I'll head there and fix the OGRE set ups not working when I get a chance.

#3 - 2014-11-07 07:01 PM - Kannkor

Fixed in OgreBot 17.032

#4 - 2014-11-07 10:03 PM - Kannkor

- Status changed from New to Implemented