

## ISXEQ2 - Bug #1315

### error

2014-12-11 11:18 PM - blackmolly1

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	Amadeus
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
I'm getting an error that reads CWError1: 0xbf13d5bf != 0x3e98b08e	
also noticing some delays on characters not all at the same time. seems when i bring said characters window up into view they start casting normally again.	
after reloading ogre again i got a bug says cast bugged after zoning. Using transmute then hitting ESC.	

### History

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#### #1 - 2014-12-29 09:08 PM - Amadeus

- Status changed from New to Resolved

- Assignee set to Amadeus