BJScripts - Bug #1441

QB file Red Corsair incounter.

2015-08-01 01:14 PM - loopy

Status:	Resolved	
Priority:	Normal	
Assignee:	loopy	
Category:	Broken Feature(s)	
Target version:		
vbulletin_issue_id:		

Description

Using the new QB script for FS Distillery: Distill or Be Killed, the Red Corsair fight kills cannoneers over and over again but does not loot canon balls. If i manually distribute the loot, the fight continues and finishes. After Sea dog Doogan, in the Storeroom Office part the tank runs off all by himself and the group stays in the room, the tank aggros mobs at around -30.57,-130.69,56.23 they kill him and run back for the group and wipe the group.

History

#1 - 2015-08-08 10:53 AM - bjcasey

- Status changed from New to Resolved

Changing the EQ2 In-Game loot options to: Leader Only and Legendary+ corrects the Corsair fight issue.

Grogmogo room issue was not able to be reproduced by myself or loopy.