

ISXEQ2 - Bug #1527

EQ2Track crashes in Maldura

2015-11-23 07:51 AM - appleuser

Status:	Rejected
Priority:	High
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>Reported this on forum but looking around I guess this is the correct place.</p> <p>Only seems to happen in Maldura (new zone) but runs fine in Thalumbra.</p> <p>From console:</p> <pre>Error:No such 'mutablestring' method 'Set 187' @itemInfo:Set[LevelString] TypeString Name HealthString ClassString Actor[ID].Distance.Centi Actor[ID].HeadingTo["AsString"]] ror parsing data sequence '.24 Actor[ID].HeadingTo["AsString"]]' mping script stack ----- >C:/Program Files (x86)/InnerSpace/Scripts/eq2track/eq2track.iss:680 EQ2_ActorSpawned() itemInfo:Set[LevelString] TypeString Name HealthString ClassString Actor[ID].Distance.Centi Actor[ID].HeadingTo["AsString"]] /Program Files (x86)/InnerSpace/Scripts/eq2track/eq2track.iss:213 zoneWait() waitframe /Program Files (x86)/InnerSpace/Scripts/eq2track/eq2track.iss:416 main() call zoneWait</pre>	

History

#1 - 2015-11-30 05:03 AM - Amadeus

- Status changed from New to Rejected

This appears to be a bug with eq2track, not ISXEQ2.