

ISXEQ2 - Bug #1624

20160614.0001 - Items showing as NO TRADE when tradable

2016-06-17 11:16 AM - Kannkor

Status:	Resolved
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>The contents of loot windows are randomly showing as NO TRADE when they are not.</p> <p>It seems entirely random, like it will look 3 tradable items fine, then the 4th doesn't loot because it thinks it's no trade (but it's not).</p> <p>--> <code>\${LootWindow.Item[\${x}].NoTrade}</code></p>	

History

#1 - 2016-06-17 11:47 AM - Kannkor

Same issue with Heirloom.

Some times an heirloom item will report as NOT being one.

`${LootWindow.Item[${x}].Heirloom}`

#2 - 2016-06-17 07:43 PM - Amadeus

- Status changed from New to Resolved

Fixed in 20160614.0003