

ISXEQ2 - Bug #1631

20160614.0001 - Actor Effect / NumEffects do not work

2016-06-17 02:33 PM - Kannkor

Status:	Implemented
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Can use another player or any NPC that has any effects. Such as a training dummy that you right click and make immortal.	
Target them (or use Actor..):	
echo \${Target.NumEffects} -> Always reporting 0.	
echo \${Target.Effect[1]} -> Always reporting NULL.	

History

#1 - 2016-06-17 03:17 PM - Amadeus

- Status changed from New to Implemented

Fixed in 20160614.0002