

ISXEQ2 - Bug #1636

20160614.0006 - RewardWindow doesn't work

2016-06-20 08:17 AM - Kannkor

| | | |
|--|----------|------------|
| Status: | Resolved | |
| Priority: | Normal | |
| Assignee: | | |
| Category: | | |
| Target version: | | |
| vbulletin_issue_id: | | |
| Description | | |
| RewardWindow:Receive used to accept the reward window if there were no choices. It now does nothing at all. | | |
| (I tried :Accept also). | | |
| I tried it on a reward window that had 2 rewards (I didn't have to pick, I got both of them) and .NumItems returned 0. | | |
| As per https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/30 | | |
| --> RewardWindow.Item["NAME"]:Accept | | |
| But there is no .Item member. | | |
| Istype rewardwindow | | |
| Members of type rewardwindow | | |
| ----- | | |
| ToEQ2UIPage | Reward | NumRewards |
| Methods of type rewardwindow | | |
| ----- | | |
| Cancel | Receive | Accept |
| GetRewards | | |

History

#1 - 2016-06-20 05:11 PM - Amadeus

- Status changed from New to Resolved

The bug is fixed. So, old scripts should work as before.

Also, rewardwindow doesn't have a member called "NumItems" -- it's "NumRewards".