

## ISXEQ2 - Bug #1636

### 20160614.0006 - RewardWindow doesn't work

2016-06-20 08:17 AM - Kannkor

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
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 <a href="https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/30">https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/30</a>  --> <code>RewardWindow.Item["NAME"]:Accept</code>  <code>But there is no .Item member.</code>  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".