

ISXEQ2 - Bug #1674

CheckCollision always returning FALSE

2016-07-24 01:13 PM - Kannkor

Status: Resolved	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
echo \${Target.CheckCollision} is always returning FALSE. Even if behind walls, other side of zone etc.	
echo \${EQ2.CheckCollision[xyzxyz]} is always returning FALSE also.	

History

#1 - 2016-08-24 04:58 PM - Amadeus

- Status changed from New to Resolved

Fixed in version 20160823.0003