BJScripts - Bug #1680

bjinventory 1.63 : salvaging wrong items

2016-07-28 01:00 PM - blammo

Status:	New	
Priority:	Urgent	
Assignee:	bjcasey	
Category:	Broken Feature(s)	
Target version:		
vbulletin_issue_id:		

Description

I have a BJ Inventory "Salvage all bag 1" runlist I've been using for months, hadn't tried bj inventory since the 'no items appearing' fix.. tried it today, and it salvaged items out of ALL bags, including some items I can't replace now. :(

set up as: Step 1: |Salvage| Step 2: |All| Step 3: |@All| Parameter1: |1| Parameter 2: |TRUE| Parameter 3: |1| Parameter 4: |110|

that should salvage everything it can, from bag 1.

The first one I noticed was the Yothshaval Ring from bag 5. :(

I also noticed it got some armor pieces from bag 4.

Screenshot attached, couple of items to note:

Sszra Ring of Flames - Says 1:06, is in fact 5:06

Home Uniform Mani - Says 1:07, is visible in 2:07

Gnostics Elixir - says 1:09, visible in 1:12

History

#1 - 2016-07-28 01:03 PM - blammo

- File picture270-1.png added

#2 - 2016-07-28 01:04 PM - blammo

second screenshot shows item ID'd as 1:01 is in 4:17 and 5:01

Files

picture834-1.png	148 KB	2016-07-28	blammo
picture270-1.png	30 KB	2016-07-28	blammo