

BJScripts - Feature - New #1783

harvest quest item.

2017-01-20 06:47 AM - loopy

Status: Implemented	Start date: 2017-01-20
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description Can you look into adding a scan distance to "Harvest_Quest_Item" for items that might have random spawn points.	

History

#1 - 2017-01-20 07:40 PM - bjcasey

- Status changed from New to Implemented

This will be available with Patch # 148.