

BJScripts - Bug #1816

Questbot Door issue

2017-02-08 07:41 AM - loopy

Status:	Resolved
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	

Description

After the update to the Door function in Questbot, i am having issues with a step in the task file

80 - Tradeskill Quest - (TS Epic) Outfitter Errands - By bjcasey

Taske step 28

08:22:06: [Buffer:QuestBotCommandProcessor]: The door is open! Waiting for it to close so that I can ensure that I am the one to open it.[Closed State: 271.909149 / User Entered: 25.984375 / 245.924774 < 2]

08:24:13: Pausing Quest Bot

I created a test task file to open the door with the information that was given in the consoel regarding the closed state of the door

09:38:11: [Buffer:QuestBotMain]: Processing task #13 of 13.

09:38:11: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

09:38:12: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

09:38:13: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

09:38:15: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

09:38:16: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

09:38:17: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

09:38:18: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

09:38:19: [Buffer:QuestBotCommandProcessor]: The door is closed. Opening the door! [Closed State: 321.109070 / User Entered: 321.109070 / 0.000000 < 2]

History

#1 - 2017-02-08 04:45 PM - bjcasey

- Status changed from New to Resolved

I missed a closing bracket.

This has been fixed internally and will be available with Patch # 149.