

## Quest Bot 3.00 BETA - Bug #1845

### Possible Confirm\_ZoneName bug.

2017-02-22 11:29 AM - loopy

<b>Status:</b> Rejected	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
13:13:01: [Buffer:QuestBotMain]: You are NOT in the correct zone [Expected: (Obulus Frontier) / Actual: ()]. Stopping Quest Bot so weird stuff doesn't happ	
13:13:01: [Buffer:QuestBotMain]: Quest Bot Main Script is shutting down...	
13:13:11: [Buffer:BJMovement]: Current Zone [Obulus Frontier 2] was NOT found. BJ Movement encounter coding does not exist for this zone.	
13:13:11: [Buffer:BJZoneInformation]: A custom zone file for [Obulus Frontier] does exist! Loading custom zone information file.	

### History

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**#1 - 2017-02-22 12:31 PM - bjcasey**

- Status changed from *New* to *In Progress*

**#2 - 2017-02-22 04:58 PM - bjcasey**

- Status changed from *In Progress* to *Rejected*

This was most likely caused by the step being processed while you were still zoning. Feel free to reopen this if you can reproduce it when not zoning.