

## ISXEQ2 - Bug #2086

### Crash since patch 6/19/2018 - RewardWindow

2018-06-22 01:42 AM - Kannkor

<b>Status:</b>	Closed
<b>Priority:</b>	Normal
<b>Assignee:</b>	Amadeus
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
Here is the crash report: <a href="https://pastebin.com/dGN8tERL">https://pastebin.com/dGN8tERL</a>	
Happens when there are multiple rewards. Not the easiest thing to reproduce, but if you need I can likely get a toon or two to a turn in where it will happen.	

#### History

##### #1 - 2018-06-22 11:51 AM - Amadeus

- Status changed from New to In Progress
- Assignee set to Amadeus

See if it's fixed in version 20180619.0002. If not, then I'll need to have access to characters that I can test with, etc. (as you suggested).

##### #2 - 2018-07-06 02:30 PM - Kannkor

Still broken. I have a way where you can reproduce the problem like 5 times. I'll PM you details.

##### #3 - 2018-07-07 10:14 AM - Kannkor

Interesting, it was definitely still broke after the version above, however it is now fixed now. Wonder if they broke something then fixed it with the patch last week.

This can be closed as I was making a test script for you and it all worked properly. If this comes up again I'll put in a new ticket.

Good news is I have a toon with a couple dozen multi rewards that will sit here until we need him :)

##### #4 - 2019-12-25 08:56 PM - Amadeus

- Status changed from In Progress to Closed