

ISXEQ2 - Bug #2123

2019.12.17 - Expansion Patch bug - Heirloom

2019-12-24 12:56 PM - Kannkor

Status: Resolved	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<code>\${Me.Inventory["itemnamehere"].ToItemInfo.Heirloom}</code>	
<code>\${Me.Inventory["itemnamehere"].ToItemInfo.NoTrade}</code>	
Both return FALSE even if the item is heirloom or no trade.	
<code>\${LootWindow.Item[1].Heirloom}</code> is returning FALSE if the item is heirloom also.	

History

#1 - 2019-12-24 01:43 PM - Amadeus

- Status changed from New to Resolved

Fixed in version 20191219.0004