

## ISXEQ2 - Bug #2143

### Property `#{Target.OffersQuest}` reply NULL with "Signature Quest" giver

2020-05-15 09:34 AM - ethreayd

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
When using echo <code>#{Target.OffersQuest}</code> on traditional Quest Giver, it replies "normal". On "Shiny Quill" ones, the quest givers for Signature, it replies NULL like for a non quest giver. I think it's not behaving as intended.	

### History

#### #1 - 2020-05-16 02:57 AM - ethreayd

As asked I have run this script on a signature quest giver that reply NULL when echo `#{Target.OffersQuest}` :

```
function main() { variable index:string ActiveStates variable iterator ActiveStatesIterator variable int Counter
Target:GetActiveStates[ActiveStates] ActiveStates:GetIterator[ActiveStatesIterator] if #{ActiveStatesIterator:First(exists)} { echo "#{Target.Name}
(ID: #{Target.ID})" echo "- ActiveStates:" Counter:Set[1] do { echo "-- #{Counter}. '#{ActiveStatesIterator.Value}'" Counter:Inc } while
#{ActiveStatesIterator:Next(exists)} echo "--====="} }
```

And here is the output :

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- ActiveStates:

-- 1. 'idle'

-- 2. 'status\_quest\_gives\_storyline'

-- 3. 'tail'

-- 4. 'mood\_idle'

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#### #2 - 2020-05-16 11:57 AM - Amadeus

- Status changed from New to Resolved

Fixed/Updated in version 20200512.0005.