

ISXEQ2 - Bug #2169

Character.Ability.IsReady member always returns TRUE

2021-03-31 08:28 AM - Myzer

Status: Resolved	
Priority: High	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description Causing abilities to cycle and miscast, since ready state is incorrect.	

History

#1 - 2021-03-31 10:09 AM - Kannkor

Myzer wrote:

Causing abilities to cycle and miscast, since ready state is incorrect.

Example on a coercer: (This is for a level 120, so just adjust the spell name for your level)

echo \${Me.Ability[Power Of Mind X].IsReady} is always return TRUE, even after you cast it and it's on you.

#2 - 2021-03-31 10:41 PM - Amadeus

- Status changed from New to Resolved

Should be fixed in version 20210330.0003