

ISXEQ2 - Bug #2171

2021/03/30 - Crash with Item.Adornment[#]

2021-03-31 04:13 PM - Kannkor

<b>Status:</b>	Resolved	
<b>Priority:</b>	High	
<b>Assignee:</b>	Amadeus	
<b>Category:</b>	Crash	
<b>Target version:</b>		
<b>vbulletin_issue_id:</b>		
<b>Description</b>		
echo \${Me.Equipment[Waist].ToltemInfo.NumAdornmentsAttached}		
Returns the correct value (3 in my case)		
echo \${Me.Equipment[Waist].ToltemInfo.Adornment[#]}		
causes the client to freeze		

History

#1 - 2021-03-31 04:19 PM - Kannkor

Turns out this is not reporting correctly.

echo \${Me.Equipment[Waist].ToltemInfo.NumAdornmentsAttached}

I changed toons after talking to Myzer, to someone who has a belt with only 2 adorns possible, and it reports that 3 adornments are attached.

#2 - 2021-03-31 10:40 PM - Amadeus

- Status changed from New to Resolved

Should be fixed in version 20210330.0004