

ISXEQ2 - Bug #2298

Me.Effect[Detrimental,1].ToEffectInfo.NumEffectStrings reports 0

2025-06-13 12:24 PM - Kannkor

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| <div>Status:New</div> <div>Priority:Normal</div> <div>Assignee:</div> <div>Category:</div> <div>Target version:</div> <div>vbulletin_issue_id:</div>                                                                                                                                                                                                                              |  |
| <div>Description</div> <div>echo \${Me.Effect[Detrimental,1].ToEffectInfo.NumEffectStrings} always reports 0</div> <div>Easiest way to test on live, is go into instance (can be solo/ heroic / raid), and you will get a det that decreases your healing (it is applied when you zone in, and doesn't go away until you leave the zone, so can do it solo without combat).</div> |  |