

SoD Public Bugs - Feature #20506

Character sheet/Combat stats- nonsensical "Current script" notation

03/05/2016 09:53 PM - Brian Miller

Status:	Closed - Fixed	Start date:	03/05/2016
Classification:	Public Item	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	2.5.17.0		
Found In Version:	2.0.57.2		

Description

Go into Character Sheet, scroll down to Combat Stats, scroll down to the end of the list. You'll see the category "Current script." The value denoted is something, if not nonsensical (clearly it's the NPC script name), then pointless for the player: the "bdjaheic" script for Jaheira, for instance. It looks like it was there during testing for the devs to identify something, not an intended game tool.

Either remove the category or replace the value with something more useful to the player.

Internal Report #23970

History

#1 - 03/12/2016 09:55 AM - Anders Svensson

- Tracker changed from Bug to Feature

#2 - 06/22/2016 04:31 PM - Jeff "Cerevant" Payne

- Classification changed from C - Minor to Public Item

#4 - 10/03/2017 06:41 PM - Kristin Warren

- Description updated

- Status changed from New to Submitted

Thanks for the suggestion! We're moving this to our internal tracking system for further consideration. Please note, this isn't a guarantee we'll implement the feature or that it will appear as you've suggested as we may find another solution, or discover it is more complicated than originally thought.

#5 - 03/30/2018 05:24 AM - Anders Svensson

- Status changed from Submitted to Closed - Fixed

- Target version set to Next Update

- % Done changed from 0 to 100

Fixed in version 2.5.15.0.

#6 - 08/17/2018 02:22 PM - Anders Svensson

- Target version changed from Next Update to 2.5.17.0