

BGII:EE Public Bugs - Bug #21423

Inactive class xp bar should not glow for dual-classed characters

03/17/2016 03:06 PM - Viktor Olsson

Status: Closed - Fixed	Start date: 03/17/2016
Classification: C - Minor	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: 2.2.66.0	
Found In Version: 2.0.60.0	

Description

1. Load the attached save.
2. Observe Yoshimo's Class information (2 -> R -> select the Class tab).

Observed:
The inactive Thief bar is glowing.

Expected:
Inactive character class bars should not indicate level-up is possible.

*Note:
Internal report [#21423](#)

History

#1 - 03/17/2016 03:13 PM - Julius Borisov

- File 0bb1bc7c116fd3c1e90985074b6bc9.jpg added

- File e34872b5f0ef90ee675319f2175ba0.jpg added

- File 3f24d73882538b7b2c9a96b3a31fdb.jpg added

Yes, I support it too.

The scale for dual-classed characters who acquired the second class and activated the first class already shouldn't constantly flash.

1. Launch BG2EE and start a new game.
2. After the initial dialogue go to Imoen's record screen, choose Class.

Observed

The scale is constantly flashing.

Expected

The scale for dual-classed characters who acquired the second class and activated the first class already shouldn't constantly flash.

Notes

It makes the player think as if something is wrong. Check the screenshots (in JPEG, not in BMP). Also, it was discussed on the forum - see https://forums.beamdog.com/discussion/comment/718513/#Comment_718513.

#2 - 03/19/2016 02:52 PM - Richard Hilton

- File 999001185-Yoshimo dual.zip added
- File 2016-03-19-1846-25.mp4 added
- Subject changed from *Blinking XP bar for dual classed characters* to *Inactive class xp bar should not glow for dual-classed characters*
- Description updated

#3 - 03/19/2016 02:53 PM - Richard Hilton

- Description updated

#4 - 03/19/2016 06:07 PM - Richard Hilton

- Status changed from *New* to *Submitted*

#5 - 04/26/2016 02:22 PM - Richard Hilton

- Target version set to *Next Update*

#6 - 05/06/2016 03:05 PM - Scott David

- Status changed from *Submitted* to *Closed - Fixed*

#7 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from *Next Update* to *2.2.66.0*

Files

Baldr003.bmp	5.93 MB	03/17/2016	Viktor Olsson
Baldr004.bmp	5.93 MB	03/17/2016	Viktor Olsson
0bb1bc7c116fd3c1e90985074b6bc9.jpg	390 KB	03/17/2016	Julius Borisov
e34872b5f0ef90ee675319f2175ba0.jpg	389 KB	03/17/2016	Julius Borisov
3f24d73882538b7b2c9a96b3a31fdb.jpg	389 KB	03/17/2016	Julius Borisov
999001185-Yoshimo dual.zip	190 KB	03/19/2016	Richard Hilton
2016-03-19-1846-25.mp4	92.6 KB	03/19/2016	Richard Hilton