Infinity Engine Public Bugs - Bug #22118

AC breakdown in inventory screen should not show over hit points

03/31/2016 01:38 PM - Jørn Lomax

Status:	Closed - Fixed		**Start date:**	03/31/2016
Classification:	C - Minor		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:	2.2.66.0			
Found In Version:	2.0.62.2			

Description

1. Start a new game with the Abdel pregen.
2. From the Inventory Screen (I), hold the mouse over the top of his class hit points (12/12 box).

Observed
A pop-up box shows 'Armor Class 10'

Expected
No pop-up should be shown in this mode of the inventory screen.

Note
Internal report #22265

Each of the four boxes has a different activation area to the visible area.
Screenshot attached showing approximately where the pop-up activation zones are.

History

#1 - 04/01/2016 07:33 AM - Nicholas Steel

Confirmed. The bottom half of the Hitpoints box displays the breakdown of your hitpoints, the top half of the Hitpoints box displays the breakdown of your Armour Class.

#2 - 04/03/2016 10:30 AM - Richard Hilton

- File popup zones.jpg added

- Description updated

#3 - 04/03/2016 10:30 AM - Richard Hilton

- Subject changed from AC breakdown in inventory screen shows over hit points to AC breakdown in inventory screen should not show over hit points

#4 - 04/03/2016 10:31 AM - Richard Hilton

- Description updated

#5 - 04/03/2016 10:33 AM - Richard Hilton

- Description updated

- Status changed from New to Submitted

#6 - 04/19/2016 05:23 PM - Anders Svensson

- Target version set to Next Update

#7 - 04/26/2016 05:35 PM - Filip Flechtner

- Project changed from BG:EE Public Bugs to Infinity Engine Public Bugs

- Description updated

It has been determined that the popup is not supposed to appear while the normal breakdown boxes are displayed. I'm updating the expected behavior accordingly. The popup will still be available when the comparison boxes are displayed.

Also, this ticket has been moved to the Infinity Engine project, since it affects all games.

#8 - 05/06/2016 04:24 PM - Scott David

- Status changed from Submitted to Closed - Fixed

#9 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

popup zones.jpg	227 KB	04/03/2016	Richard Hilton