

SoD Public Bugs - Bug #22476

M'Khiin should have Infravision

04/06/2016 07:39 AM - Michael Denzer

Status:	Closed - Fixed	Start date:	04/06/2016
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 Grok pregen.
2. C:CreateCreature("bdkmki7")
3. Force M'Khiin into the party (Ctrl/Q), booting Safana.
4. C:MoveToArea("BD1000")
5. Advance the timer to night (Ctrl/T until dark).
6. Switch between Grok and M'Khiin a few times (1 -> 6 -> 1 -> 6 -> 1 -> 6).

Observed

The party are not hilgited with infravision when M'Khiin is selected.

Expected

The party should be hilgited with infravision when M'Khiin is selected.

Note

Internal report #22492

Since Goblins have Infravision as a racial trait and M'Khiin is a Goblin, she should possess said trait. Further evidence is her occasionally spoken line: "It's good to see in the dark."

History

#1 - 04/06/2016 03:25 PM - Richard Hilton

- Subject changed from [Minor Issue] M'Khiin should have Infravision to M'Khiin should have Infravision
- Description updated

#2 - 04/06/2016 03:26 PM - Richard Hilton

- Description updated
- Status changed from New to Submitted

#3 - 04/19/2016 04:25 PM - Anders Svensson

- Target version set to Next Update

#4 - 04/29/2016 03:25 PM - Adam "Adul" Zsoldos

- Status changed from Submitted to Closed - Fixed

#5 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

BALDUR.gam	356 KB	04/06/2016	Michael Denzer
BALDUR.SAV	448 KB	04/06/2016	Michael Denzer