

BGII:EE Public Bugs - Bug #22587

It should not be possible to duplicate or lose items when moving them in or out of containers

04/08/2016 06:20 AM - gerard obama

Status:	Closed - Fixed	Start date:	04/08/2016
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), double click the bag of holding to open it.
3. Click the Black Spider Figurine then click To Backpack.
4. Right-click Abdel's portrait.
5. Right-click Abdel's portrait again and observe the figurine in his inventory.
6. Double click the bag of holding to open it.

Observed

One instance of the figurine can be found in the container, with a second in inventory.

Expected

The figurine should be moved from the container and put into inventory.

Note

Internal report #22634

Using a ToB repro as affects all games.

Moving an item into a container at step 3 instead, sees the item lost.

History

#1 - 04/09/2016 09:57 AM - Richard Hilton

- Project changed from SoD Public Bugs to BGII:EE Public Bugs

- Subject changed from Duplicating items to It should not be possible to duplicate or lose items when moving them in or out of containers

- Description updated

#2 - 04/09/2016 09:59 AM - Richard Hilton

- Description updated

- Status changed from New to Submitted

#3 - 04/19/2016 10:08 AM - Anders Svensson

- Target version set to Next Update

#4 - 05/06/2016 01:38 PM - Scott David

- 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

Baldr000.bmp

5.93 MB

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gerard obama