

SoD Public Bugs - Bug #22652

Rare selection lines should play for imported characters

04/09/2016 10:02 PM - S Jensen

Status:	Closed - Fixed	Start date:	04/09/2016
Classification:	C - Minor	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	2.2.66.0		
Found In Version:	2.0.62.2		

Description

1. Load attached save "Annoyed Dialogue"
2. Click on Minsc, Safana, Dorn, or Dynaheir repeatedly
3. The character should play their "annoyed" lines that play when you click on that character a bunch of times, but do not.

Observed:

The characters do not play their "annoyed" lines properly

Expected:

The characters should play different lines when clicked on numerous times

Notes:

Steam version, Windows 10. This is an imported save. Corwin and the other non-imported characters play their "annoyed" lines just fine. When starting a completely new Dragonspear game, the characters play the lines without problems.

Internal report #22316.

History

#1 - 04/10/2016 02:02 PM - Richard Hilton

Checking if related to/same as #22621

#2 - 04/11/2016 09:25 AM - Richard Hilton

- Status changed from New to Needs More Info

Needs to state which lines these are so it's clear what is being looked for
Thanks

#3 - 04/11/2016 03:28 PM - S Jensen

I'm not positive what the missing lines would be called in Beamdog terminology, but I think in another report that I saw here they were called "rare selections." For example, if you click on Minsc repeatedly he'll eventually say his controversial line "really it's all about ethics..." Those are the types of lines that are not playing in this save file. Clicking on Minsc repeatedly will just cycle through all of his regular lines, and he will never say the controversial line. The same goes for the other characters who were in BG1. The new characters play their lines correctly though. Starting a completely new game (without importing a previous save) seems unaffected, and clicking on Minsc repeatedly will eventually get him to say his "rare selections" including the controversial line.

#4 - 04/11/2016 05:53 PM - Anders Svensson

- Status changed from Needs More Info to New

#5 - 04/17/2016 04:49 AM - Anders Svensson

- Status changed from New to Submitted

#6 - 04/17/2016 05:00 AM - Anders Svensson

- Subject changed from "Annoyed" Dialogue should Play for Imported Characters to Rare selection lines should play for imported characters
- Description updated

#7 - 04/26/2016 04:53 PM - Richard Hilton

- Target version set to Next Update

#8 - 04/27/2016 04:02 PM - Anders Svensson

- Target version deleted (Next Update)

#9 - 05/01/2016 05:38 PM - Anders Svensson

- Target version set to Next Update

#10 - 05/05/2016 07:16 PM - Filip Flechtner

- Status changed from Submitted to Closed - Fixed
- % Done changed from 0 to 100

Fixed in v2.2.65.0. Please note that the fix is not retroactive, so it only works for BG:EE savegames that are imported into Siege of Dragonspear after the patch.

#11 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

000000038-Annoyed Dialogue.rar	558 KB	04/10/2016	S Jensen
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