

## BG:EE Public Bugs - Bug #22728

### The achievement "Water, Water, Everywhere" should always unlock

04/12/2016 07:21 PM - Pedro Monteiro

<b>Status:</b>	Closed - Fixed	<b>Start date:</b>	04/12/2016
<b>Classification:</b>	C - Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.2.66.0		
<b>Found In Version:</b>	2.0.62.2		
<b>Description</b>			
<ol style="list-style-type: none"><li>1. Load the attached save game.</li><li>2. Talk to the nearby Miner; select ( 2 )</li><li>3. The mine is flooded a slave speaks to you.</li><li>4. Check a global: C:GetGlobal("ACH_WATER_WATER","GLOBAL")</li></ol>			
<b>Observed</b>			
The global sometimes doesn't exist.			
<b>Expected</b>			
The global is 1.			
<b>Notes</b>			
The achievement need to trigger if the global FLOODED is 2 as well as 1 since this global is sometimes incremented before the achievement script has had time to run.			
Internal report #22997.			

#### History

##### #1 - 04/13/2016 05:04 AM - Richard Hilton

Entertained is already reported under [#21174](#) and should be fixed. It may, however, require a new game as existing saves have areas and values already set.

Water, Water is reported under [#21289](#) and should also be fixed. Could you zip and attach a save for inspection please.  
Thanks

##### #2 - 04/13/2016 01:19 PM - Pedro Monteiro

Richard Hilton wrote:

Entertained is already reported under [#21174](#) and should be fixed. It may, however, require a new game as existing saves have areas and values already set.

Water, Water is reported under [#21289](#) and should also be fixed. Could you zip and attach a save for inspection please.  
Thanks

I've checked the 21174 thread and with the file attached followed the Beamdog's employe instructions:  
Description

Started BG:EE on a Steam account where the "Entertained" achievement is not yet unlocked. (my account as i don't have the achievement unlocked)  
Load attached save file. (loaded the hero's skank savegame from that thread in single player mode)

Go to x 2040 y 2940 (checked)  
If there are gibberlings around, kill them. (done that)  
Watch cutscene. (that too)  
Press 'continue' and 1 repeatedly until Baeloth joins the party. (yep yep that too)  
Observed behavior: The "Entertained" achievement is not unlocked. (that happen again as before with my saves, no unlock again)  
Expected behavior: The "Entertained" achievement should be unlocked after Bealoth joins. (i wish)

Notes: The global ACH\_ENTERTAINED doesn't get set.

So i need to start a new game and check if it works now as you say. :]  
Mind you chapter 5 is a lot to go again, ah well i'll try it again, if fails to unlock it again i'll report again

As for the other save game i've already overwrite it so i guess i will try this too in a new game

### #3 - 04/17/2016 11:18 AM - Richard Hilton

If you have saves where you expect the achievement to be working, please zip and attach them so we can have a look.  
Thanks

### #4 - 04/23/2016 11:19 AM - Anders Svensson

- File 900000095-Flood.zip added
- Subject changed from Steam achievement not unlocking (x2) to The achievement "Water, Water, Everywhere" should always unlock
- Description updated
- Status changed from New to Submitted

Original report:  
Hi there

Well i have a problem with 2 steam achivements of the main campaign and i can't seem to unlock them no matter what i do:

- Water, water everywhere (whether choosing freeing or not freeing the miners option)
- Entertained (i recruit Baeloth in Larswood but still get no unlock)

And i have no idea how to unlock both. Do i have to follow a particular order of actions in the areas to be hable to unlock them?  
I have all the others of the original campaign unlocked (i am still playing and unlocking the spear ones).

I think the version is the last as steam keeps it updated (so i chose the most recent one)

Thanks in advance for all the help you may provide

### #5 - 04/23/2016 11:22 AM - Anders Svensson

- Description updated

**#6 - 05/02/2016 01:20 AM - Anders Svensson**

- Target version set to Next Update

**#7 - 05/08/2016 04:53 AM - Anders Svensson**

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

**#8 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0

**Files**

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900000095-Flood.zip	168 KB	04/23/2016	Anders Svensson
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