

## BG:EE Public Bugs - Bug #22944

**You should arrive at the east side of the Gnoll Stronghold when traveling from the north**

04/21/2016 07:48 AM - Julius Borisov

<b>Status:</b>	Closed - Fixed	<b>Start date:</b>	04/21/2016
<b>Classification:</b>	Public Item	<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>	2.1.63.2		
<b>Description</b>  1. Start a new BG:EE game 2. C:MoveToArea("ar4600") 3. Exit the area to the south 4. Travel to the Gnoll Stronghold  <b>Observed</b> You arrive at the north side of the Gnoll Stronghold.  <b>Expected</b> You arrive at the east side of the Gnoll Stronghold, at the bridge.  <b>Notes</b> It worked like that before the 2.0 patch, and if a new player arrived to the Gnoll Stronghold (no matter how he chose to go there), he could explore this area in the right order, starting from the bridge with ogrillions. Changing this behavior leads to losing this situation.  Internal report: #23130			

### History

#### #1 - 04/26/2016 04:23 PM - Filip Flechtner

- Subject changed from *When you arrive to the Gnoll Stronghold from the map above you should arrive at the east, not at the north to You should arrive at the east side of the Gnoll Stronghold when traveling from the north*

- Description updated

#### #2 - 04/26/2016 04:38 PM - Filip Flechtner

- Description updated

- Status changed from *New* to *Submitted*

#### #3 - 06/22/2016 04:25 PM - Jeff "Cerevant" Payne

- Classification changed from *C - Minor* to *Public Item*

#### #4 - 06/30/2017 02:19 PM - Filip Flechtner

- Status changed from *Submitted* to *Closed - Fixed*

- Target version set to *2.2.66.0*

- % Done changed from *0* to *100*

This bug was already fixed in patch v2.2.66.0 in May 2016.