

Infinity Engine Public Bugs - Bug #23092

(Character Record) AC heading in the Combat Stats tab should be organized intuitively

04/26/2016 02:25 PM - Richard Hilton

Status: Closed - Fixed	Start date: 03/21/2016
Classification: B - Severe	Due date:
Assignee:	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version: 2.2.66.0	
Found In Version:	
Description 1. Load the attached save 2. Open the Record screen 3. Select Khalid 4. Select the Combat Stats tab	
Observed The AC heading is displayed as follows: AC: 0 Splint Mail Armor Class: 4 Dexterity: -2 Ring: -1 Medium Shield: -1 Armor Class Modifiers Crushing: -2 Missile: -1 Piercing: -1	
Expected The AC heading should display as follows: AC: 0 (-2 vs. Crushing, -1 vs. Missile, -1 vs. Piercing) Base Armor Class: 4 (Splint Mail) Dexterity: -2 Ring: -1 Medium Shield: -1 Modifier vs. Crushing: -2 Modifier vs. Missile: -1 Modifier vs. Piercing: -1	
Note Internal report #21692	

History

#1 - 04/26/2016 02:57 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 05/14/2016 03:41 PM - Mike Finney

- File 23092-AC-almost-as-expected.JPG added

Loaded attached test save in BG1 beta 2.2.66.0, AC is almost as expected.

AC:0 (modifiers: -2 vs. Crushing, -1 vs. Missile, -1 vs. Piercing)

Splint Mail

Armor Class: 4

Dexterity: -2

Ring: -1

Medium Shield: -1

Armor Class Modifiers

Crushing: -2

Missile: -1

Piercing: -1

#3 - 05/17/2016 02:10 PM - Anders Svensson

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

#4 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

UI Test Save.zip	199 KB	03/21/2016	Dee Pennyway
23092-AC-almost-as-expected.JPG	149 KB	05/14/2016	Mike Finney