

Infinity Engine Public Bugs - Bug #23099

Projectiles should not use the animation of the previous missile after switching weapons

04/26/2016 02:41 PM - Richard Hilton

Status:	Closed - Fixed	Start date:	04/08/2016
Classification:	C - Minor	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	2.2.66.0		
Found In Version:			

Description

1. Load one of the attached saves
2. Attack Minsc with the bow and fire arrows: F3 > 2
3. After one attack, open Abdel's inventory (I)
4. Equip the sling
5. Close the inventory
6. Observe the next projectile coming from Abdel

Observed

Abdel shoots a fire arrow. See the attached video.

Expected

Abdel shoots a bullet.

Notes

Internal report #22597

We fixed a similar bug here: #18162.

History

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

- Status changed from New to Submitted

#2 - 05/02/2016 04:50 PM - Filip Flechtner

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

Fixed in v2.2.64.1.

#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

#4 - 03/08/2018 07:02 AM - Luke 93

[v2.5.13.0 beta] This issue hasn't been fixed for weapons that can be thrown (i.e., throwing daggers and throwing axes....)

#5 - 03/08/2018 08:13 AM - Julius Borisov

Luke, please, file a separate ticket with repro steps, as this one is submitted and marked as closed. Thanks.

Files

000000620-Projectile_BG1.zip	101 KB	04/08/2016	Filip Flechtner
000000630-Projectile_BG2.zip	97.3 KB	04/08/2016	Filip Flechtner
fire_arrow.mp4	834 KB	04/08/2016	Filip Flechtner