

# Infinity Engine Public Bugs - Bug #23100

## Inventory full comment should not replace the current dialog.

04/26/2016 02:43 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 04/13/2016
<b>Classification:</b> C - Minor	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 2.2.66.0	
<b>Found In Version:</b>	
<b>Description</b>  1. Load the attached SoD save. 2. Speak to Irina with Hypnos. 3. Choose dialog options 3>1>1.  <b>Observed</b> The dialog window displays: "Hypnos Inventory full: Item Dropped on Ground."  <b>Expected</b> The dialog window should show what Irina says instead: "Irina No time to chat! Gotta get back to work!"  <b>Notes</b> Internal report #22744  See the attached screenshots. This happens with any dialog when an item is given to a party member with a full inventory, provided the dialog does not end before giving the item. Probably a UI issue.	

### History

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

- Status changed from New to Submitted

#2 - 05/04/2016 05:20 PM - Christopher "Tresset" Ethier

- Status changed from Submitted to Closed - Fixed

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

- Target version changed from Next Update to 2.2.66.0

### Files

000000115-Full inventory.zip	833 KB	04/13/2016	Christopher "Tresset" Ethier
Baldr164.jpg	208 KB	04/13/2016	Christopher "Tresset" Ethier
Baldr165.jpg	250 KB	04/13/2016	Christopher "Tresset" Ethier