

## SoD Public Bugs - Bug #23120

### [MDD1271] Dragonspear Castle Marshall Nederlok should have state appropriate conversation

04/26/2016 04:22 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 02/18/2016
<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>	

**Description**

1. Load attached Save Game
2. Speak with Nederlock
3. Input conversation options 1, 1.
4. After conversation has ended, speak with Nederlock again

**Observed** Previous conversation repeats

**Expected** Previous conversation should not repeat

**Notes**  
Internal report #19832

As things are now, you can repeat this same conversation over and over again indefinitely.

#### History

#1 - 04/26/2016 05:30 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 04/29/2016 04:12 PM - Alan Watson "ajwz"

- 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

nederlok state dialog.png	1.1 MB	02/18/2016	Brent Knowles
000000089-talktonederlok.zip	552 KB	03/29/2016	Scott David