

SoD Public Bugs - Bug #23133

(Manual) Hide armor description should not list wrong strength requirement

04/26/2016 04:42 PM - Richard Hilton

Status:	Closed - Fixed	Start date:	03/23/2016
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. In the Beamdog SoD build, open Manuals\Rulebook.pdf (or Manuals\Adventurer's Guide.pdf in the release version)
2. Browse to Chapter 11: Equipment
3. Scroll down to the written description of the Hide Armor

Observed

"Strength Required: 9"

Expected

"Strength Required: 6"

Notes

Internal report #21792

This error was reported when we did the Manual reviews, but looks like it was forgotten to be fixed.

wrong_strength.jpg

History

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

- Status changed from New to Submitted

#2 - 04/28/2016 07:37 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

Files

wrong_strength.jpg

52.6 KB

03/23/2016

Filip Flechtner