

Infinity Engine Public Bugs - Bug #23248

18 Strength should not be displayed as "18/0"

04/29/2016 11:38 PM - John Doe

Status:	Closed - Fixed	Start date:	04/29/2016
Classification:	C - Minor	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	2.2.66.0		
Found In Version:	2.1.63.2		

Description

1. Load the attached BGIIEE save.
2. From the Character record (R), select the main character (1).

Observed

Strength is displayed as 18/0

Expected

Strength should be displayed as 18

Note

Internal report #23284

Characters with exceptional strength (fighters, rangers, paladins) should show strength 18 as 18/nn while other characters should show it as 18 without a /n or /nn

See attached screenshot for a Swashbuckler with "18/0" strength. It should say "18" (not to be confused with "18/00", which a thief can't get).

History

#1 - 05/01/2016 04:32 AM - Richard Hilton

- Project changed from BG:EE Public Bugs to Infinity Engine Public Bugs

#2 - 05/01/2016 04:38 AM - Richard Hilton

- File 999001259-SoA str 18.zip added

- Subject changed from 18 Strength displayed as "18/0" to 18 Strength should not be displayed as "18/0"

- Description updated

#3 - 05/01/2016 04:39 AM - Richard Hilton

- Description updated

- Status changed from New to Submitted

#4 - 05/02/2016 02:51 PM - Anders Svensson

- Target version set to Next Update

#5 - 05/16/2016 06:24 PM - Richard Hilton

- Status changed from Submitted to Closed - Fixed

#6 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

2016-04-29_23h34_36.jpg
999001259-SoA str 18.zip

96.7 KB
84 KB

04/30/2016
05/01/2016

John Doe
Richard Hilton