

## BG:EE Public Bugs - Bug #32689

### Feldepost Inn Cook's dialogue should appear in a regular full chat window instead only appearing in the small combat log window

09/25/2017 10:41 AM - Faalagorn .

<b>Status:</b>	Closed - Fixed	<b>Start date:</b>	09/25/2017
<b>Classification:</b>	Public Item	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.5.17.0		
<b>Found In Version:</b>	2.3.67.3		
<b>Description</b>			
1. Load the attached save. 2. Click the Cook to talk with him.			
<b>Observed:</b>			
Full conversation window with "End dialogue" does not appear, instead his dialogue is being put in the small combat log window.			
<b>Expected:</b>			
His dialogue should appear in a full conversation window with "End dialogue" button.			
<b>Notes:</b>			
Internal report #33844			
I didn't check the actual StrRef, creature code and associated dialogue file, but I can do that if needed.			

#### History

##### #1 - 11/28/2017 06:34 PM - Richard Hilton

- Description updated
- Status changed from New to Submitted

Is the same as original game, but reported.

Thanks

##### #2 - 01/03/2018 02:47 PM - Anders Svensson

- Status changed from Submitted to Closed - Fixed
- Target version set to Next Update
- % Done changed from 0 to 100

Fixed in version 2.5.11.0.

##### #3 - 08/17/2018 02:26 PM - Anders Svensson

- Target version changed from Next Update to 2.5.17.0

#### Files

cookdialogue.zip	308 KB	09/25/2017	Faalagorn .
Screenshot from 2017-09-25 16-40-51.png	1.42 MB	09/25/2017	Faalagorn .