

## Infinity Engine Public Bugs - Feature #34679

### Backporting AID spell portrait icon from IWD to BG.

12/31/2017 11:12 AM - rede 9

<b>Status:</b>	New	<b>Start date:</b>	12/31/2017
<b>Classification:</b>	Public Item	<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>			
<b>Found In Version:</b>	2.5.15.1		
<b>Description</b>			
The target of Aid spell (26142) should display Blessed icon on his portrait in order to know when the spell expires.			

#### History

##### #1 - 01/01/2018 06:33 AM - Richard Hilton

- File 999001218-ToB cleric Aid.zip added

- File 900000300-BGEE Cleric Aid.zip added

- File Icewn027.jpg added

- Tracker changed from Bug to Feature

- Subject changed from Blessed icon doesn't appear on the portrait of Aid spell target to Blessed icon should appear on the portrait of Aid spell target

Setting to feature request for triage as BG and BGII have never shown Aid effects.

Attaching BG:EE save for BG:EE and SoD, and ToB save for BGII:EE.

IWD:EE provides an Aid icon rather than Blessed, may want to consider the same for other games.

Icewn027.jpg

##### #2 - 01/04/2018 01:25 PM - rede 9

Richard Hilton wrote:

Setting to feature request for triage as BG and BGII have never shown Aid effects.

Attaching BG:EE save for BG:EE and SoD, and ToB save for BGII:EE.

IWD:EE provides an Aid icon rather than Blessed, may want to consider the same for other games.

Icewn027.jpg

Does it mean Bless and Aid are stackable?

##### #3 - 04/16/2018 11:08 AM - rede 9

- Subject changed from Blessed icon should appear on the portrait of Aid spell target to Backporting AID spell portrait icon from IWD to BG.

- Found In Version changed from 2.5.10 to 2.5.15.1

I edit the version. The new beta still miss an Aid spell icon.

#### Files

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999001218-ToB cleric Aid.zip	84.7 KB	01/01/2018	Richard Hilton
900000300-BGEE Cleric Aid.zip	65.3 KB	01/01/2018	Richard Hilton
lcewn027.jpg	38.9 KB	01/01/2018	Richard Hilton