

## NWN:EE Public Bugs - Bug #40469

### Unable to edit skill points in new toolset

04/22/2019 10:02 PM - CRYSTAL LADNER

<b>Status:</b>	Submitted	<b>Start date:</b>	04/22/2019
<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>Category:</b>	
<b>Found In Version:</b>			

#### Description

I have the latest Toolset installed and when making a new creature (or editing an existing one) I am unable to edit their skill points. I can edit stats and feats just fine. When editing skill points, instead of a number there are characters I do not recognize (see attached picture). Once I click on another skill, the characters return to their previous number. For example, I tried changing a creature's Listen score from 0 to 5. When I moved to edit the next skill, the characters returned to a 0, rather than the 5 I typed in the box. Another DM/Builder for my group is using the old Toolset and has no issue editing skill points.

#### History

##### #1 - 04/22/2019 10:16 PM - CRYSTAL LADNER

NWToolset Version: vts78  
Game Version: v1.77

##### #2 - 04/23/2019 01:40 PM - Anders Svensson

- Project changed from *Beamdog Client Public Bugs* to *NWN:EE Public Bugs*

##### #3 - 04/23/2019 06:44 PM - Bill Harper

- Status changed from *New* to *Submitted*

*Internal Report #40473*

Hi, thanks for bringing this to our attention and sorry I let it slip by! I verified the bug and have passed it along for Victor to analyze. When he figures out what is causing it, we'll get it fixed and out into our next beta/build. Thanks again for the helpful report!

##### #4 - 06/14/2019 05:43 PM - Victor "virusman" Babenko

This has been fixed in the new build: [https://forums.beamdog.com/discussion/comment/1076325/#Comment\\_1076325](https://forums.beamdog.com/discussion/comment/1076325/#Comment_1076325)  
Thank you!

#### Files

NWNToolsetSkillsError.png	2.42 KB	04/23/2019	CRYSTAL LADNER
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