

Secrets of Toanium - Bug #104

Enemy combatants do not have health bars

03/24/2021 05:27 PM - Jay Gischer

Status:	Closed	Start date:	03/24/2021
Priority:	Normal	Due date:	
Assignee:	Jay Gischer	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Character combatants, in contrast, do have health bars.			

History

#1 - 03/25/2021 05:53 PM - Jay Gischer

- Status changed from New to Resolved

It turns out the eval wrapper we create in the instance player left out the "return" keyword. Miraculously, this worked for some applications, but it failed when rendering enemy combatants, and so the values for the bars was "NaN", resulting in a bar whose coordinates were all NaN, hence not visible.

#2 - 04/06/2021 05:49 PM - Jay Gischer

- Status changed from Resolved to Closed

Pushed with 0.13.2