

Bug Tracker - Bug #525

Combat dummies turn hostile instead of keeping score

06/01/2018 05:23 PM - Calzier CCC

Status: New	Steps to Reproduce: Go to the second floor (first floor for Americans - i.e. upstairs), the 'training' level. in a small corner room are three combat dummies. Attack them.
Priority: Normal	
Category:	
Modules Affected: Mikona	
Systems Affected: Other/Not sure	
Description In the Tower of the Mind (Mikona), there are three combat dummies that are supposed to give - essentially meaningless - scores as feedback, and not turn hostile when attacked. They used to behave in this way. However since I returned to Avlis, they go hostile when attacked and don't give the text score feedback. I've had a quick look at the Mikona module, and the appropriate script seems to still be there (assuming the builder module is the same as live), so I don't know what the problem is. I'm sure the dummies aren't just mad that I went away for so long.	