

Ryzom - Bug # 940

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|--|-------------------|------------------|-----------------|
| Status: | Rejected | Priority: | Normal |
| Author: | kerozcak | Category: | Client: General |
| Created: | 05/25/2010 | Assignee: | |
| Updated: | 11/18/2010 | Due date: | |
| Subject: | Casting magic bug | | |
| Description | | | |
| I think casting magic is somehow broken - casting action doesn't stop after you actually fire magic missile and make damage to a victim - it goes on for 10 sec. For that time you can't cast another spell unless you abort it by clicking icon or pressing ctrl+s. | | | |

History

#1 - 06/01/2010 07:09 pm - kerozcak

need to add PostCastLatency = 0; in entities_game_service.cfg

#2 - 10/26/2010 10:45 am - kerozcak

- Status changed from New to Resolved
- % Done changed from 0 to 100

#3 - 11/18/2010 02:24 pm - molator

It's working can be added to EGS config and closed.

#4 - 11/18/2010 02:27 pm - kervalala

- Status changed from Resolved to Rejected

Default value is 100, but if you want to decrease it, it's up to you :)

#5 - 11/18/2010 02:28 pm - kervalala

- % Done changed from 100 to 0