

# BUGS – WIP

This is a list of bugs/non-implemented features of ingame things, it's not complete and it's tiresome to list everything, most of the people working to improve the game already know what is missing and this is more like a "user friendly" version to let you all know about this. You can report back issues and I might even add them. Also I'll try to keep it up-to-date as fixes are made or issues are known.

## SERVER –

--Basically it will crash if you try to claim mostly benefits here, it's a pain to claim the "basic" rewards for the Poogie's outfit and the box expansion, but keep trying because you can claim that, but the other options will crash.



--Those tents were related to promotional events and it's related to server side (exception is the middle tent that works perfectly to edit your character appearance). Don't try to enter those tents.





--A lot of options here is not working, so for now don't try to mess with anything that is not "Create Guild", even to be able to join a guild it's best to ask someone to invite you, if you try to join one using the search function it will not work and your invite will never be redirected to the guild leader, there are coding missing so these infos are not read/written properly, but being invited works fine, if someone refuse it the host will have to delete the invite sent to that person in the database and then send another invitation.



--It's still not possible to search someone to visit his house and everything there, since that is not working inside the house also than no one can change the configuration to open the house.





--Npoints are not working properly, so you cannot claim or spend points here.



--Not all options for this cat were implemented at the moment, be careful.





--Not all options for this gal were implemented at the moment, be careful.



--It is not possible to change title, house theme and more from the bookshelf, some codes and maybe database tables are missing.





--This cat is also related to server side, so it's not working.





--Not all options for this gal were implemented at the moment, be careful.



--The friend list is not working properly either, there is code and database tables missing, even if you manage to add the person it will not be saved and probably it will give any issue related to the saving system.

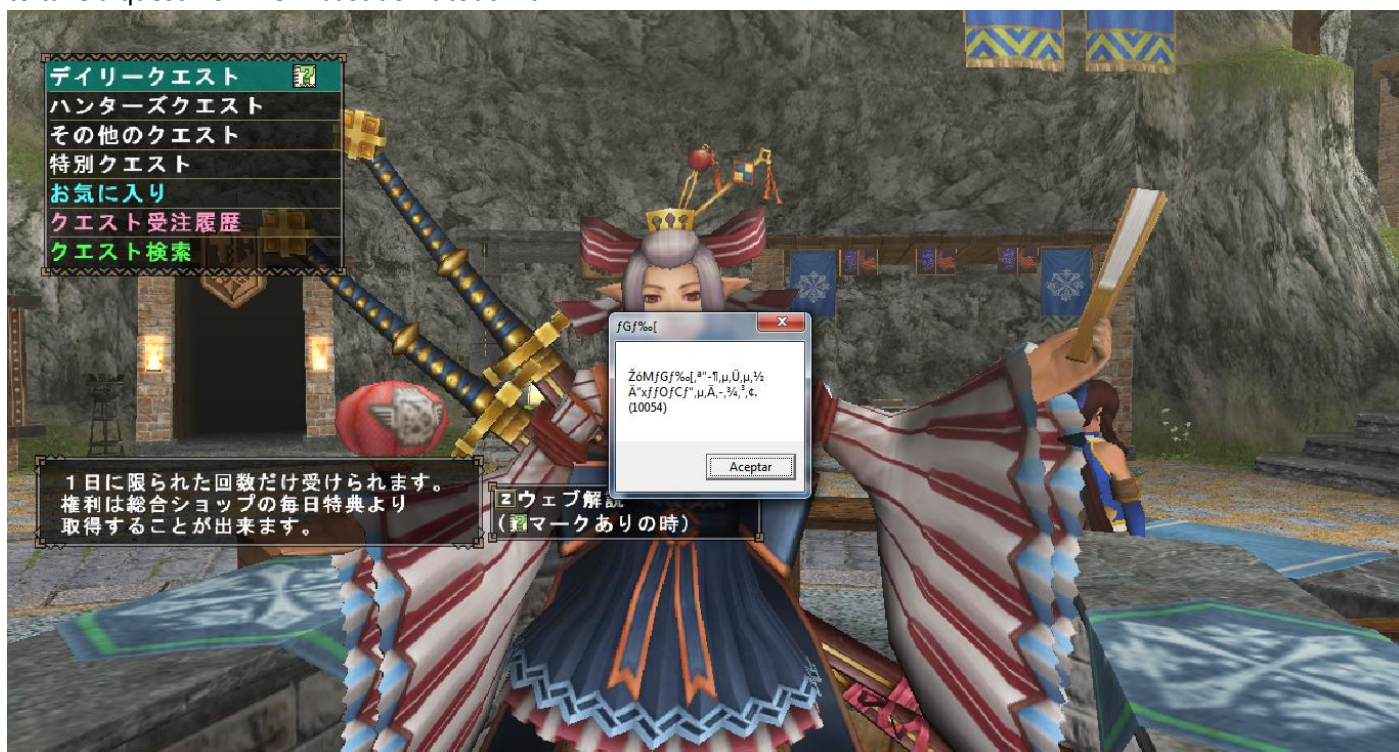


--Since the friend list, guild member list and something related to the player online listing is not working properly you cannot see how many people, friends and guild members are online in that server.





--Before you reach GR the Guild Master shows the LR/HR quest list... this is not right and even might crash if you try to take a quest from her... Just don't touch it.



--Guild shared box is not working yet, avoid messing with it for now.





--Guild Cat are not implemented yet, also there is no way to contribute RP.

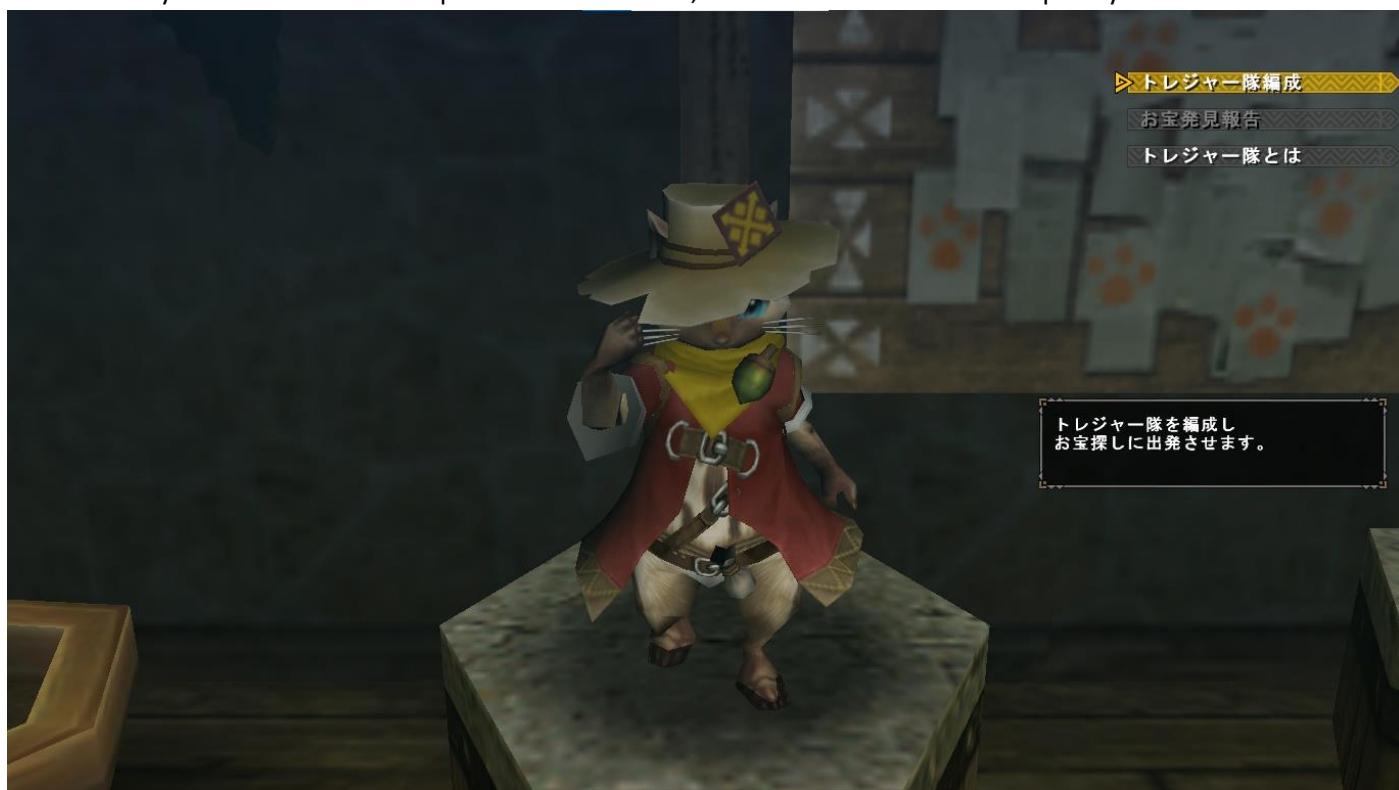


--Guild Postboard is not implemented right now, tables are missing.





--Guild Partnya Treasures are not implemented as of now, this is a core feature for the partnya.

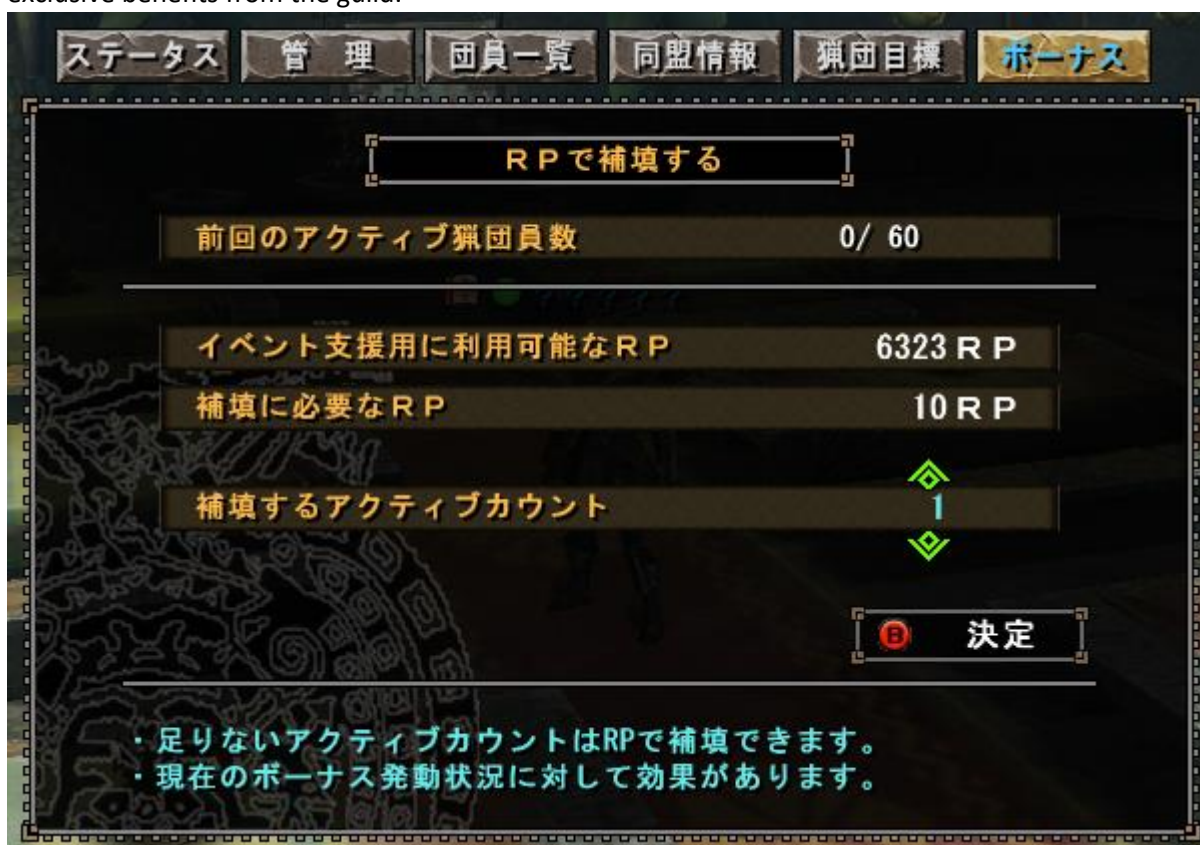


--For some people (like myself) after importing the old savedata from a very old build cannot claim the daily guild rewards, it was confirmed that for new created characters they can claim that.





--The RP contribution to the guild is not working, this means you cannot raise the guild level and claim some exclusive benefits from the guild.



--Not everything about the ducks are working now, sometimes it may crash when you try to access this board, equipping outfits for it does not save, the second duck is buggy and might change colors/outfits.



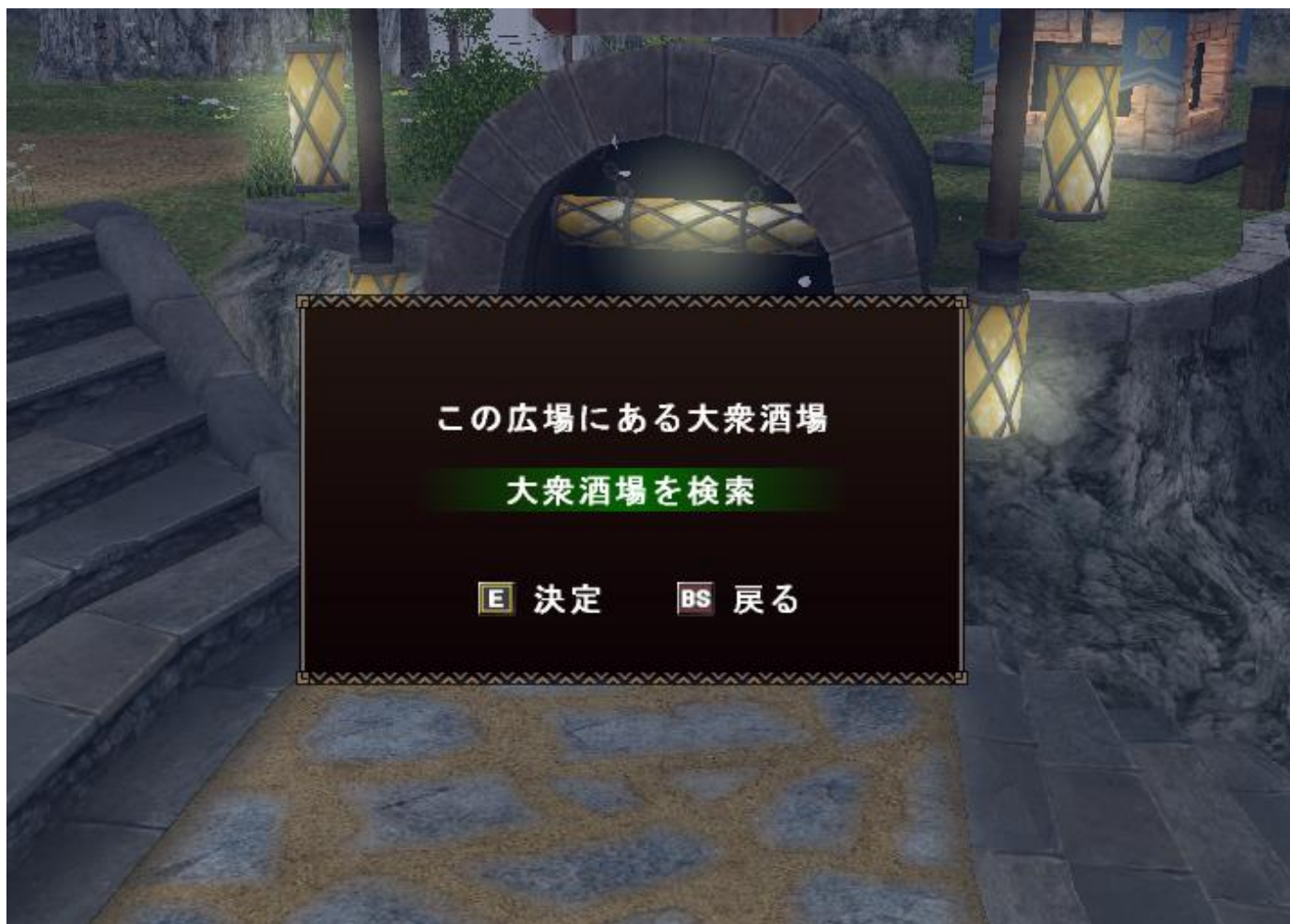


--Series gal won't let you pick any option, she will negate and kick you out.

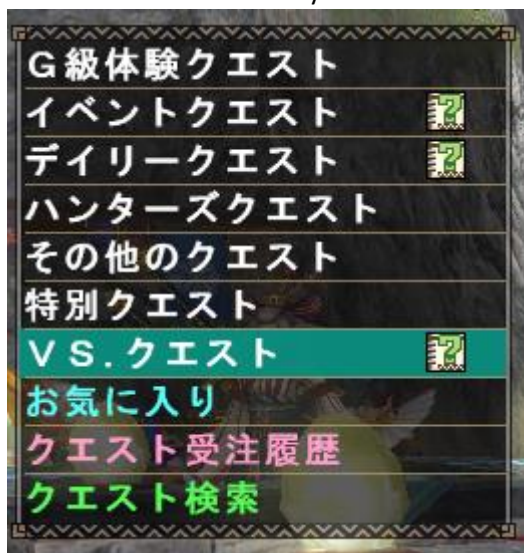


--From the 4<sup>th</sup> world (the 4<sup>th</sup> server tab, the far right one) if you try to pick this info you'll see that it's not implemented.





--In the 3<sup>rd</sup> world (3<sup>rd</sup> server tab) you could pick the VS. quests which are PVP quest, but it's not working and trying to access them will softlock you.



--When you enter the town you'll not see the other players if they were on quests, you'll only be able to see them after you and them go in and out of the blacksmith.





--When posted quests they will appear in every quest board, at least for the quest board of the same world (server), so if you are in a private room you'll see a quest that someone posted in the square. You'll also see them when someone is already in the quest. There's a change that when someone that was on a quest crashes/disconnect the quest will be stuck here and only will be cleaned after the server restarts. (Restarting server at a regular basis is good for clearing up bugs.)



--Raviente is not accessible... yet...





--Rastas are not working yet, so you cannot edit your Rasta and not even make a contract with someone.

