

## Ox inventory + 2 props bug

If you have ox\_inventory and use 2 props, it probably doesn't work for you. After using the first item, the inventory likely gets stuck.

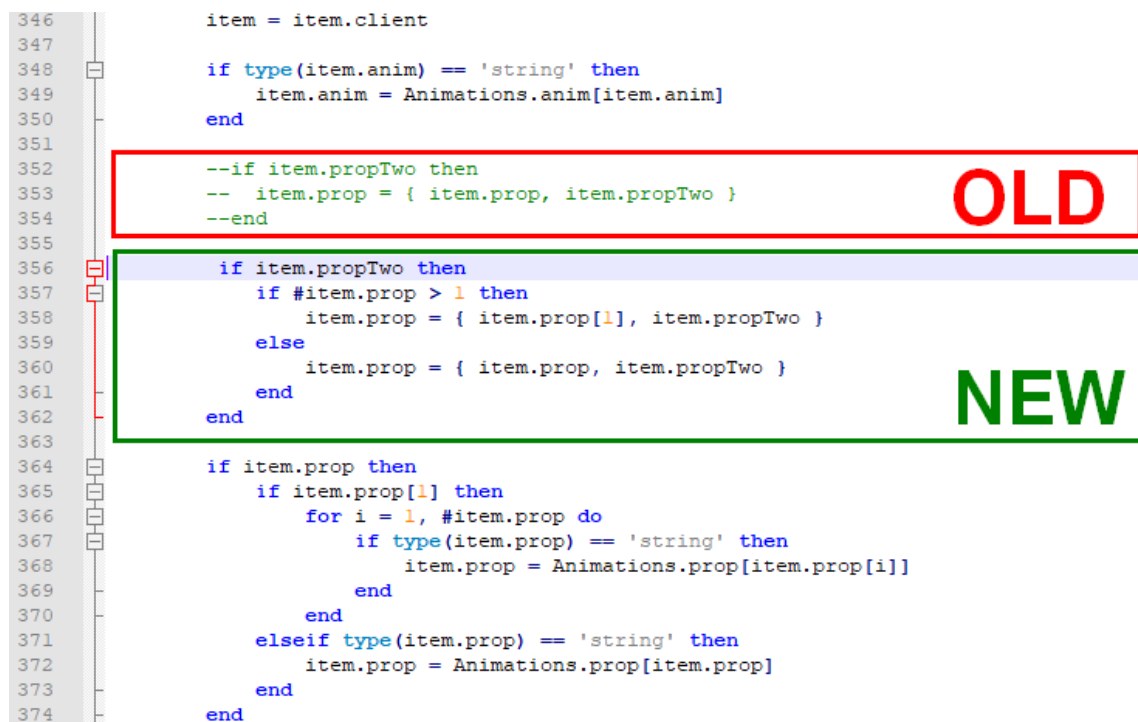
Please edit your ox\_inventory so that you can use 2 props.

Line 352:

[https://github.com/overextended/ox\\_inventory/blob/038b9fb6c8f31a2d29f7ceec0c4d0862da42ed90/client.lua#L352](https://github.com/overextended/ox_inventory/blob/038b9fb6c8f31a2d29f7ceec0c4d0862da42ed90/client.lua#L352)

This bug: [https://github.com/overextended/ox\\_inventory/issues/1586](https://github.com/overextended/ox_inventory/issues/1586)

```
if item.propTwo then
    if #item.prop > 1 then
        item.prop = { item.prop[1], item.propTwo }
    else
        item.prop = { item.prop, item.propTwo }
    end
end
```



```
346 item = item.client
347
348 if type(item.anim) == 'string' then
349     item.anim = Animations.anim[item.anim]
350 end
351
352 --if item.propTwo then
353 --    item.prop = { item.prop, item.propTwo }
354 --end
355
356 if item.propTwo then
357     if #item.prop > 1 then
358         item.prop = { item.prop[1], item.propTwo }
359     else
360         item.prop = { item.prop, item.propTwo }
361     end
362 end
363
364 if item.prop then
365     if item.prop[1] then
366         for i = 1, #item.prop do
367             if type(item.prop) == 'string' then
368                 item.prop = Animations.prop[item.prop[i]]
369             end
370         end
371     elseif type(item.prop) == 'string' then
372         item.prop = Animations.prop[item.prop]
373     end
374 end
```

*Tested on version of ox\_inventory: v2.38.1.*