Quest Waypoint and Relog Fixes

> [Completed] These fixes shipped with the Dynamic Quest campaigns on Live (v1.7.0).

What's new

Quest waypoints (the markers that point you to your current objective) now behave the way you would expect.

- **Waypoints clean up after themselves**: when a quest task is completed, fails, is cleared or you abandon the quest, its waypoint is removed. Before, old markers could pile up on your datapad.
- **No duplicates at login**: logging in no longer adds a second copy of the waypoint for every quest task you have in progress.
- **Your waypoint stays put**: a task you are working on keeps its waypoint when you log out and back in.
- **Location tasks finish after a relog**: "go to" and "find" location tasks now complete when you arrive, even if you logged out and back in after starting them. Previously a relog could leave such a task stuck.
- **One-time cleanup of old quest waypoints**: the first time you log in after this update, leftover quest waypoints that no active quest uses are removed once.
- **[In Testing] Quest NPCs return after you relog**: NPCs for talk and escort steps now come back if you log out and back in mid-quest. This is on the Test and Experimental servers, not yet on Live.

How to use it

Nothing to do. Play as normal. If you see old quest markers disappear on your first login after the update, that is the one-time cleanup.

FAQ

I lost a waypoint I made myself. Why? Only waypoints that carry a quest waypoint name and are not used by an active quest are cleaned up. Waypoints you created yourself with your own names are never touched. If a waypoint you made vanished, tell us in Discord.

Will my active quests be affected? No. Waypoints for quests you are currently doing are kept.

Are all task types fixed after a relog? Not yet. Location tasks are fixed. Theater-finding and patrol tasks may still not complete after a relog; this is being looked at.

Where is this available? On Live, Test and Experimental.

Reporting a problem

Tell us in Discord: the quest name, the task, your planet and what you saw.

See also: Dynamic Quests - FAQ and Known Issues and Enhanced NPC System & Dynamic Quests.

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