Prestige - Inventory - Bug #1156

Stock Me : Food & Drink Issue

2014-02-01 05:02 AM - bjcasey

Status:	New
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	

Description

1. Script does not take into account what is in inventory, it will remove another stock each time the script runs. If the amount if 100 and 100 is already in bags, it puts another stack in the bag.
2. Script does not take into account what is equipped already. Amount was set to 100 with 95 equipped, script dropped another 100 stack into the bag

Is it possible to have the script evaluate what is equipped to keep the stack constant? IE. Amount set to 100, evaluate what is both equipped and in bags to keep the amount what is actually equipped? So if the amount is 100, with 90 equipped and 5 in the bags, script would remove 5 more from the depot and equip the 10 in the bags to make the equipped amount 100. Possible?