

ISXEQ2 - Feature - Enhancement #1325

Recipe Information. Primary component

2014-12-20 09:30 PM - Kannkor

Status:	Implemented	Start date:	2014-12-20
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Up until this last xpac, I'd guess 95% of all crafting recipes only took 1 "Primary Component" to make.

With AoM most primary components are more than 1.

You can take any recipe, and I suspect it'll have the same information. Here is a high level recipe as an example.

Xiocite Longbow of the Striker

ID: 4135783030

Note: Most of this is a server call. Which is fine. But when you are testing, expect to see some NULLs, then repeat for the actual response.

.PrimaryComponent is a string.

```
echo ${Me.Recipe[id,4135783030].PrimaryComponent}
```

returns: araucaria lumber

.BuildComponent1 is a "Component".

```
echo ${Me.Recipe[id,4135783030].BuildComponent1}
```

returns: incandescent material

```
echo ${Me.Recipe[id,4135783030].BuildComponent1.Quantity}
```

returns: 1

Likewise...

```
echo ${Me.Recipe[id,4135783030].BuildComponent2}
```

returns: larix lumber

```
echo ${Me.Recipe[id,4135783030].BuildComponent2.Quantity}
```

returns: 4

Can you see if primarycomponent can be set up as a "Component" so .Quantity will work?

History

#1 - 2014-12-29 09:07 PM - Amadeus

- Status changed from New to Implemented
- Assignee set to Amadeus

December 29, 2014 -- By Amadeus

[20141220.0002]

- * Renamed the 'Component' datatype to 'BuildComponent'. (No changes)
- * Added new datatype: 'PrimaryComponent' (it's currently identical to the 'BuildComponent' datatype)
- * The "PrimaryComponent" MEMBER of the 'recipe' datatype will now return a 'PrimaryComponent' type rather than a 'string' type.