

## ISXEQ2 - Feature - New #1347

### Humble request for adding Refine to Transmute/Salvage

2015-01-28 12:51 PM - raudkoer@gmail.com

<b>Status:</b>	Implemented	<b>Start date:</b>	2015-01-28
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	Amadeus	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			
<b>Description</b>			
We have now transmute and salvage, but no refine. Due to last AA changes, it's now possible to mass-refine stacks of mats (except cooking ones), straight into rares... usually 4-5 refined rares per full bag of 40x200. Hideous work doing manually			

#### History

##### #1 - 2015-01-30 11:01 AM - Amadeus

- Status changed from New to In Progress
- Assignee set to Amadeus
- Priority changed from Normal to Low

I will try and find some time to look at it again; however, I did investigate this a while back when I added Salvage and it was not something easily implemented. We'll see, but I wouldn't necessarily expect anything very soon.

##### #2 - 2015-02-23 12:55 AM - raudkoer@gmail.com

Any update on this? It's really needed feature, I'd use it on a daily basis... anybody with huge mats inflow would use it

##### #3 - 2015-03-14 06:49 AM - raudkoer@gmail.com

Any more recent news on subject?

Hoping I'm not only one needing this feature... (would be really weird... you really don't have harvestings overflowing?)

##### #4 - 2015-05-09 04:50 PM - Amadeus

- Status changed from In Progress to Implemented

May 9, 2015 -- By Amadeus

[20150507.0002]

```
* Added new MEMBER to the 'EQ2' datatype:
  1. ReadyToRefineTransmuteOrSalvage (bool type)
* The Salvage and Transmute METHODS of the item datatype no longer activate the ability. Rather, these
  methods now only "click the item" for you after the ability has been used. For example, to transmute an
  item, you might use something like this:
  Me.Ability[id, 3943362837]:Use
  wait 5
  Me.Inventory["Item Name"]:Transmute
---
```

Please note that the Transmute and Salvage methods are safe at all times. If EQ2.ReadyToRefineTransmuteOrSalvage happens to be false when you use the method, it will simply do nothing. Also, the "wait 5" in the snippet above is at your discretion -- it is there to mimic human interaction. Finally, for reference, the AbilityID# for Transmute is 3943362837, for Salvage is 2266640201 and for Refine is 427735786.

```
* Added new METHOD to the 'item' datatype:
  1. Refine
  (This method works EXACTLY like item.Transmute and item.Salvage.)
```