

ISXEQ2 - Feature - Enhancement #1365

Enhanced LootWindow Method

2015-03-23 06:11 PM - bjcasey

Status: Implemented	Start date: 2015-03-23
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description	
I'm trying to assign loot from a leader only loot window.	
EQ2 UI File: eq2ui_inventory_loot.xml	
It would be a 3 step process, but I'm stuck on #2 .	
<ol style="list-style-type: none">1. Select who to assign loot to from the dropdownbox - LootWindow.ToEQ2UIPage.Child[DropDownBox,Loot.GroupMemberCombo]:Set[#]2. HighlightRow/Select item to loot from the items list.3. Press the Assign Loot button to assign the loot - LootWindow.ToEQ2UIPage.Child[Button,Loot.button LeaderAssign]:LeftClick	
Looking through the UI file, I see a Page type named "Items" and I am assuming that is where the items are listed. Here is what your EQ2UITest snippet collected:	
<pre>LootWindow.ToEQ2UIPage.Child[Page,Loot.Items] - NumChildren: 3 LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Scrollbar,1] LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2] - NumChildren: 9 LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Icon,1] LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Text,2] - Label: table entry LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Image,3] LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Icon,4] LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Icon,5] LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Text,6] - Label: table entry LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Text,7] - Label: table entry LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Image,8] LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,2].Child[Image,9] LootWindow.ToEQ2UIPage.Child[Page,Loot.Items].Child[Page,3] - NumChildren: 0</pre>	
If I manually click the item to loot so that it becomes highlighted, I am able to assign the loot via the above code.	

History

#1 - 2017-01-14 10:28 AM - Amadeus

- Status changed from New to Implemented

January 14 2017

[20170112.0003]

* Added new MEMBER to the 'eq2icon' datatype:

1. NodeID (uint)
~ This is the ID for whatever the icon is representing. It could be a RecipeID, ItemID, LootItemID, AbilityID, etc.

* Added new MEMBERS to the 'eq2lootwindow' datatype:

1. ItemsPage (eq2uiimage)
2. LootAll (eq2button)
3. LootSelected (eq2button)
4. LottoRequestSelected (eq2button)
5. LottoDecline (eq2button)
6. LeaderAssign (eq2button)
7. LeaderLoot (eq2button)
8. NBG_Need (eq2button)
9. NBG_Greed (eq2button)

- 10. NBG_Decline (eq2button)
- 11. GroupMembers (eq2dropdownbox)

- * The "Type" MEMBER of the 'eq2lootwindow' datatype has been updated so that it returns the exact text as used in the group options window. So, it will always return one of the following strings: "Leader Only", "Free for all", "Lotto", "Need before Greed", or "Unknown"
- * Removed the "IsLotto" MEMBER of the 'eq2lootwindow' datatype (use the "Type" MEMBER instead.)
- * Added new Knowledgebase Article, "The LootWindow" at

<http://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/46>