Prestige - Quest Bot - Bug #1405

Quest Queue

2015-05-12 01:21 PM - LostOne

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

Description

Been using the quest queue a lot recently. You need to take a look at your code in regards to picking the proper door for zoning into the next queued zone. I have yet to identify a pattern... but the bot fails to select the right option. It will just select the first zone in the list.

EQ2UIPage[popup,ZoneTeleporter].Child[list,Destinations.DestinationList]:HighlightRow[X]

Now I messed around with the above line and the only way to get it to select the firsrt row is by putting a 1 in there. If you leave it blank it will not select anything. If you put an out of bounds number in it will deselect anything that is selected and do nothing more. So somehow the bot is getting a 1 for the zone door instead of the proper number. Here is my queue file:

```
<?xml version='1.0' encoding='UTF-8'?>
<!-- Generated by LavishSettings v2 -->
<InnerSpaceSettings>
   <Setting Name="1">Zone Name: |Brokenskull Bay: Bilgewater Falls [Heroic]| Door Option #: |2| Quest Name: |100 - Heroic Run - Brokenskull Bay - Bilgewater Falls| Quest Source: |Developer|</Setting>
   <Setting Name="2">Zone Name: |Brokenskull Bay: Hoist the Yellow Jack [Heroic]| Door Option #: |6| Quest Name: |100 - Heroic Run - Brokenskull Bay - Hoist the Yellow Jack| Quest Source: |Developer|</Setting>
   <Setting Name="3">Zone Name: |Brokenskull Bay: Bosun's Private Stock [Event Heroic]| Door Option #: |4| Quest Name: |100 - Heroic Run - Brokenskull Bay - Event| Quest Source: |Developer|</Setting>
</InnerSpaceSettings>
```

This file will often run just fine and there will be no issues. However, for some reason it will just try to zone me into the first zone randomly and it can happen between any zone.

Now I see this behavior very often on zone transitions when trying to do the Ssraeshza Temple zones. The Ssraeshza Temple zones really just don't work at all.

History

#1 - 2015-05-13 03:26 PM - LostOne

How do you manage the additional zone door option that you sometimes get on busy nights as you transition between zones in the queue? I started to write my own script to move me between zones and it was working great till I got some toons with the Tranquil Seas 1 or Tranquil Seas 2 option. So I figured the following ogre mcp would work perfect:

> When zoning and you have the option to select which zone this will select the one you use as a parameter.
> relay ${OgreRelayGroup} OgreBotAtom a_QueueCommand ZoneDoorOption 1

I figured I could just fire that off if a toon got the door option and it would be safe and work on only the toons with the door option. But what it did was the toons that didn't get get the extra door option would zone out into Tranquil Sea and then open the zone list and pick zone #1 and drag everyone into the wrong zone. This caused my script to get the exact same intermittent zone into the first zone bug that I was getting with your script.

Anyway, something to look at.

#2 - 2015-07-25 05:17 AM - bjcasey

- Status changed from New to Resolved

This should be fully resolved in Patch # 119.