

ISXEQ2 - Feature - New #1438

New Character or Group/Raid Members

2015-07-25 07:49 AM - bjcasey

Status:	Implemented	Start date:	2015-07-25
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
I'm looking for a way to tell if a character is the group leader. Something like <code>{Me.IsGroupLeader}</code> would be wonderful.			
Other additions:			
<code>{Me.Group[X].IsGroupLeader}</code>			
<code>{Me.Raid[X].IsRaidLeader}</code>			
<code>{Me.Raid[X].IsRaidLooter}</code>			

History

#1 - 2015-12-15 06:37 AM - Amadeus

- Status changed from New to Feedback Required

- Assignee set to Amadeus

I will have to log in with someone in a group to look at this further; however, for now, what are the ways that you can tell who is the leader if you were just playing the game without ISXEQ2? In other words, where is this information found in the EQ2 user interface?

#2 - 2015-12-15 06:54 AM - Kannkor

When you are grouped, the group window shows the leader as a yellow highlighted/border around their name.

I can group with you any time/make a raid.

#3 - 2015-12-16 07:44 AM - Amadeus

- Status changed from Feedback Required to Implemented

December 16, 2015

[20151208.0003]

* The 'Label' MEMBER of the eq2uiement class, when used with a "Text" type element, will return the localized text.

* Added new MEMBER to the character datatype:

1. IsGroupLeader (bool)

* Added new MEMBER to the eq2uiement datatype:

1. TextColor (uint)

(Note: "TextColor" is only valid for 'Text' type eq2uiements and may not always be the value anticipated due to overlays/shadows/etc.)

* Added new Knowledgebase Article: "How to determine group leader"

> <https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/19>