

ISXEQ2 - Feature - Enhancement #1621

Select Item within a LootWindow Reward

2016-06-13 07:58 AM - Pork

Status:	Implemented	Start date:	2016-06-13
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			

History

#1 - 2016-06-13 08:06 AM - Pork

- File lootWindow reward.txt added

#2 - 2016-06-18 08:58 PM - Amadeus

- Description updated

- Status changed from New to Feedback Required

I would need a way to easily create this type of loot window with a 65 adventurer or 95 crafter. (Or, access to a character that I could easily produce a loot window with multiple rewards, etc.)

#3 - 2016-06-19 09:06 PM - Amadeus

- Status changed from Feedback Required to Implemented

It's actually a RewardWindow, not a LootWindow. Otherwise, I just added the features you need -- see below!

```
June 19, 2016
[20160614.0006]
* Added new datatype 'reward'.
* Added new MEMBERS to the 'reward' datatype:
  1. LinkID (uint)
  2. Name (string)
* Added new METHOD to the 'reward' datatype:
  1. Accept
* Added new METHOD to the 'rewardwindow' datatype:
  1. GetRewards[index:reward]
* Added new MEMBERS to the 'rewardwindow' datatype:
  1. NumRewards (int)
  2. Reward[LinkID#] (reward)
  Reward["NAME"] (reward)
* Added new METHOD to the 'EQ2UIPage' datatype:
  1. Close
(Reminder: Almost all "*window" datatypes have a .ToEQ2UIPage Member for accessing this method.)
* Added new Knowledgebase Article: "Accessing multiple rewards with RewardWindow"
> https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/30
```

Files

picture681-1.png	72.1 KB	2016-06-13	Pork
lootWindow reward.txt	2.33 KB	2016-06-13	Pork