

ISXEQ2 - Bug #1630

GetInventoryAtHand - includes items in your house vault

2016-06-17 02:16 PM - uiyice

Status:	Resolved
Priority:	Low
Assignee:	Amadeus
Category:	Miscellaneous
Target version:	
vbulletin_issue_id:	
Description	
Note: This is not 6/14 patch fallout. This is just getting reported while I'm in the forge anyway.	
The documentation for character.GetInventoryAtHand says: (returns only items on your person (similar to NONBANKONLY flag)	
However it also includes items in your house vault, which I would not consider 'at hand'. They return InInventory = FALSE, and have to be filtered out of any results that might try to touch them.	

History

#1 - 2016-06-18 01:04 AM - Amadeus

- Status changed from New to Feedback Required

Can you tell me what the "InContainerID" value is for the items in your house vault (including the containers that are in your house vault?)

#2 - 2016-06-18 10:16 AM - uiyice

Requested information provided below. I'm not sure how useful it will be, as InContainerID returns 0 for items/containers directly in house vault. And the ContainerID's of containers in the house vault certainly seem dynamic - They're not identical across characters.

Of additional note, .InInventory already appears to be FALSE for items in the house vault, so ISXEQ2 knows they're not in your regular inventory, I guess it knows they're not in your inventory, but doesn't know where they are so it doesn't filter them out as not AtHand. And ignore the Label field, I set that manually on the boxes so I could find them easily in the inventory dump.

An Item placed directly in the house vault (not in a container in the house vault) returns:

343: .. Fonrain, the Silent.....

Slot=3

InInventory=FALSE

InInventorySlot=FALSE

IsInventoryContainer=FALSE

IsContainer=FALSE

ContainerID=0

NumSlots=0

InContainer=FALSE

InContainerID=0

IsBankContainer=FALSE

IsSharedBankContainer=FALSE

InBank=FALSE

InSharedBank=FALSE

InSharedBank=FALSE

Label=NULL

A Container placed in the house vault looks like:

361: .. eucalyptus strong box.....

Slot=0

InInventory=FALSE

InInventorySlot=FALSE

IsInventoryContainer=FALSE

IsContainer=TRUE

ContainerID=1322998978

NumSlots=44

InContainer=FALSE

InContainerID=0

IsBankContainer=FALSE

IsSharedBankContainer=FALSE

InBank=FALSE

InSharedBank=FALSE

InSharedBank=FALSE

Label=House Vault 1

All My Containers:

House Vault:

131: .. eucalyptus strong box..... Slot(5) IsContainer ContainerID(1322999031) NumSlots(44) Label(House Vault 6)

132: .. eucalyptus strong box..... Slot(0) IsContainer ContainerID(1322998978) NumSlots(44) Label(House Vault 1)

133: .. eucalyptus strong box..... Slot(4) IsContainer ContainerID(1393463977) NumSlots(44) Label(House Vault 5)

134: .. eucalyptus strong box..... Slot(1) IsContainer ContainerID(1322998564) NumSlots(44) Label(House Vault 2)

135: .. eucalyptus strong box..... Slot(2) IsContainer ContainerID(1322998568) NumSlots(44) Label(House Vault 3)

136: .. eucalyptus strong box..... Slot(3) IsContainer ContainerID(1322999032) NumSlots(44) Label(House Vault 4)

Inventory:

291: .. Rallic Pack..... Slot(4) InInventory InInventorySlot IsInventoryContainer IsContainer ContainerID(1418281204) NumSlots(64)
Label(Inventory Bag 5)

302: .. Box of Endless Loyalty..... Slot(1) InInventory InInventorySlot IsInventoryContainer IsContainer ContainerID(1418280984)
NumSlots(52) Label(Inventory Bag 2)

303: .. Box of Endless Loyalty..... Slot(2) InInventory InInventorySlot IsInventoryContainer IsContainer ContainerID(1417853993)
NumSlots(52) Label(Inventory Bag 3)

304: .. Box of Endless Loyalty..... Slot(0) InInventory IsInventoryContainer IsContainer ContainerID(1418281185) NumSlots(52)
Label(Inventory Bag 1)

305: .. Box of Endless Loyalty..... Slot(3) InInventory InInventorySlot IsInventoryContainer IsContainer ContainerID(1417853996)
NumSlots(52) Label(Inventory Bag 4)

307: .. Naylie's Nebulous Newsbag..... Slot(5) InInventory InInventorySlot IsInventoryContainer IsContainer ContainerID(1418280983)
NumSlots(66) Label(Inventory Bag 6)

Items in one of the above Containers in a House Vault look like:

78: ... Nights of the Dead Bellywhumper Battlewhiffer Costume

Slot=25

InInventory=FALSE

InInventorySlot=FALSE

IsInventoryContainer=FALSE

IsContainer=FALSE

ContainerID=0

NumSlots=0

InContainer=TRUE

InContainerID=1322999031

IsBankContainer=FALSE

IsSharedBankContainer=FALSE

InBank=FALSE

InSharedBank=FALSE

InSharedBank=FALSE

Label=NULL

#3 - 2016-06-18 02:34 PM - Amadeus

- *Status changed from Feedback Required to Resolved*

Should be fixed in 20160614.0005