

## OgreBot - Feature - Enhancement #1647

### Travel bell, spire, bush mcp commands

2016-07-11 08:40 AM - Pork

|                            |             |                        |            |
|----------------------------|-------------|------------------------|------------|
| <b>Status:</b>             | Implemented | <b>Start date:</b>     | 2016-07-11 |
| <b>Priority:</b>           | Normal      | <b>Due date:</b>       |            |
| <b>Assignee:</b>           | Kannkor     | <b>% Done:</b>         | 0%         |
| <b>Category:</b>           |             | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>     |             |                        |            |
| <b>vbulletin_issue_id:</b> |             |                        |            |

#### Description

Add the function to .IsVisible for when multiple instances of the zone are open.

```
echo ${EQ2UIPage[popup,zoneteleporter].Child[page,zoneteleporter].GetProperty[Visible]}
```

returns TRUE if ui visible

returns FALSE if not visible

#### History

##### #1 - 2016-07-11 08:41 AM - Pork

Make it always choose option 1 would work

##### #2 - 2016-07-16 12:47 PM - Kannkor

- Status changed from New to In Progress

In Ogrebot 17.099b, for any of the travel stuff, it will attempt to select option 1 if the window opens.

I wasn't able to find a zone that had 2 instances open, so I technically couldn't test it, but just reused the function from the door command.

##### #3 - 2016-07-28 04:06 PM - Kannkor

- Status changed from In Progress to Implemented

<Pork> kannkor can mark this as done tested it today and worked as intended