

ISXEQ2 - Bug #1682

Me.Inventory now fails to find containers

2016-07-31 12:12 PM - Kannkor

Status:	Resolved
Priority:	Normal
Assignee:	Amadeus
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>Previously, you could use Me.Inventory to find containers. Here is a very easy/basic example that previously worked.</p> <p>I think BJ had first encountered this, but he also had an iterator issue, so I missed that there was an actual problem. Anyways! Here's the code that worked previously (I think 2 weeks ago now?)</p> <p>Make sure to have something in your ammo slot (a quiver or pouch or satchal).</p> <pre>echo \${Me.Equipment[ammo].Name} -> Dimensional Quiver echo \${Me.Equipment[ammo].ID} -> 123456</pre> <p>(Previously worked):</p> <pre>echo \${Me.Inventory[id,12345]} (anything would work, such as .ID, .Name etc).</pre> <p>It doesn't work for the 6 inventory bag slots either (just more lengthy code to test it).</p> <p>However, these DO show up when you do a GetInventory.</p>	

History

#1 - 2016-08-01 11:48 PM - Amadeus

- Status changed from New to In Progress

- Assignee set to Amadeus

Well, first thing I want to be clear that "Inventory" and "Equipment" are completely different as far as the game is concerned. So, Me.Equipment and Me.Inventory as well as GetInventory and GetEquipment should return completely different lists of items. So, with that being said, are you absolutely sure that "GetInventory" returns an equipped ammo slot item WHILE its equipped? If so, then I'll test it and see how what that would be possible...

Now, with that in mind, Me.Inventory and GetInventory should return the items that are in the 6 inventory slots. So, I'll look into why that's not happening.

Otherwise, if something is equipped, then it would need to be checked using Me.Equipment or GetEquipment.

I could make a "GetEverything" type method, I suppose, that would get everything the client knows about (equipment, inventory, bank, etc..) ...but, you'd need to make a feature request for that.

So, to clarify ...is Me.Inventory[] just not returning any type of containers regardless of whether they're in another container or in an inventory slot?

Or, is it just the containers that are in the 6 inventory slots that are the problem?

#2 - 2016-08-02 12:48 AM - Amadeus

- Status changed from In Progress to Resolved

Fixed in 20160726.0005