

ISXEQ2 - Bug #1739

Dev-Build Issue - EQ2UIPage[Inventory,Loot] Issues

2016-12-21 12:32 PM - user01

Status:	Rejected
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Running isxeq2.dll dev version from: http://www.isxgames.com/f/threads/upcoming-isxeq2-update-item-inventory-revamp.8006/	
Found the following behavior	
EQ2UIPage[Inventory,Loot].Child[page,Loot.Items.ScrollPage].Child[button,4]:LeftClick (selects first item, as expected)	
EQ2UIPage[Inventory,Loot].Child[page,Loot.Items.ScrollPage].Child[button,5]:LeftClick (brings up dressing room for item #2, unexpected)	
EQ2UIPage[Inventory,Loot].Child[page,Loot.Items.ScrollPage].Child[button,7]:LeftClick (selects second item, but first item remains selected as well, unexpected)	
I'm honestly not exactly sure what the expected behavior is. Pork says that 4,5,6 should all refer to item #1 (icon, image, text), 7,8,9 should all refer to item #2 (icon, image, text) etc, but my experience in the last few days is the 4 would select item 1, 5 would select item 2, 6 would select item 3, etc etc.	

History

#1 - 2016-12-21 01:14 PM - Amadeus

- Status changed from New to Rejected

The whole reason I created an eq2lootwindow datatype was to avoid having to access it by EQ2UIPage (because it is not reliable.)

There should be MEMBERS and METHODS of the eq2lootwindow datatype (which inherits the eq2window datatype) for doing most things involving looting of items, etc. If there is something not possible, it should be requested here on forge. Otherwise, I'm not interested in dealing with the unreliability of accessing the Lootwindow with EQ2UIPage.