

BJScripts - Feature - Enhancement #1821

Quest_Journal_Info and Harvest_Quest_Item Additions

2017-02-11 04:44 AM - bjcasey

Status: Implemented	Start date: 2017-02-11
Priority: Normal	Due date: 2017-02-19
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	

Description

The only other thing right now that I could really use is the feature like the Quest_Journal_Info has to where you can check for a certain check and if not have it circle back....in this case, i have to harvest an item, but it doesnt update the quest, and you can fail to harvest, so it would be nice to check until item is in inventory or something like that.....and.....your Harvest_Quest_Item,

is ok, but if the node doesnt disappear it just keeps trying to harvest it

i am using raw commands for it currently

maybe add a quantity and exist in inventory check on the Harvest_Quest_Item and make them optional

History

#1 - 2017-02-13 04:15 AM - bjcasey

- Due date set to 2017-02-19

- Status changed from New to In Progress

#2 - 2017-02-16 08:19 PM - bjcasey

QuestBot: Inventory_Info

Similar options to how Quest_Journal_Info works.

Check, SetReturnPoint

Check: Item Name Exists and Quantity

#3 - 2017-02-20 01:51 PM - bjcasey

- Status changed from In Progress to Implemented

This will be available with Patch # 151.

Added a new QuestBot command: QuestBot: Inventory_Info

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Updated QuestBot: Harvest_Quest_Item parameters. This will scan your inventory after each harvest attempt for a specific item and quantity. If the item is found in your inventory and the quantity is greater than your set amount, it will stop harvesting even though the node still exists.

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I didn't have anywhere to test the updated QuestBot: Harvest_Quest_Item. Please test this and reopen if more tweaks are needed.