

## ISXEQ2 - Bug #1836

### SetProperty Method and Housing Menu

2017-02-15 04:16 AM - bjcasey

<b>Status:</b> Resolved	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>I'm trying to using the housing door window to "Visit" a house that is not mine. The problem I am having is SetProperty isn't triggering the search results to update, but it is putting the desired text into the textentry.</p> <p>Right click the door and select "Visit".</p> <p>When you type a name into the Filter textentry you'll see the results change in the listbox below. To test this, you can select any person you want that has allowed you to have visitor access.</p> <p>Test Location: New Halas [ -291.994659,175.779236,-92.172997 ]</p> <p>To enter text into the filter, use the following code where <code>_DesiredHouseOwnerName</code> is the name of the ower of the house you are trying to visit:</p> <pre>EQ2UIPage[PlayerHousing,OmniHouse].Child[Textbox,VisitPage.FilterTextInput]:SetProperty[LocalText,\${_DesiredHouseOwnerName}]</pre>	

#### History

##### #1 - 2017-10-22 01:22 AM - Pork

Can be Done so when text is applied it searches.

Use the Following Property if the box is empty this will auto search on input

```
( :AppendText[<house name>] )
```

To Delete from the Box use

```
( :SetProperty[Text,""] )
```

:SetProperty will work for the Text entry but no auto search

##### #2 - 2019-12-28 12:36 PM - Amadeus

- Status changed from New to Resolved