ISXEQ2 - Feature - Enhancement #2114

Me.Examine - Add Effect Bullets

2019-03-17 01:07 AM - Kannkor

Status:	Implemented		**Start date:**	2019-03-17
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

For Me.Effect, (will be Me.Effect[stuff].ToEffectInfo), .NumEffects and Effect[#]?

The same as you have for Abilities (https://forge.isxgames.com/projects/isxeq2/wiki/Abilityinfo_(Data_Type))

We have .Description which gives the top portion (An Impairment to attributes and (etc)), but need access to the effects below also

To test, the easiest thing to do, is fine some water, or use a low level character and attack a guard and die. Then revive, and you will have revive sickness for 2 minutes.

History

#1 - 2019-03-17 01:08 AM - Kannkor

Example of reading the name:

${Me.Effect[Detrimental,1].ToEffectInfo.Name}

#2 - 2019-12-26 10:38 AM - Amadeus

- Status changed from New to Implemented

Added in 20191219.0009

Files

Temp.PNG	90.1 KB	2019-03-17	Kannkor