

ISXEVE - Feature - New #2192

Add 'Variation Parent Type ID' attribute to items

2021-12-22 01:17 AM - smokemonkey

Status:	New	Start date:	2021-12-22
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description please take a look at this page, https://everef.net/type/2420 at left bottom corner, there is a attribute telling you that the item is a variation of type 503. If we have this data in game, it will be much easier to set default charge type for all the variations of weapon all together. GroupID won't do the work because it wont distinguish within projectile/energy turrets			