

ISXEQ2 - Bug #2269

EQ2UIPage - Support for proper naming

2024-02-14 10:23 PM - Kannkor

Status: New	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>This applies to ALL EQ2UIPage files. I'm going to use the choice window because it's very small and a basic example, but it applies to all eq2uipages.</p>	
<p>There's two ways to access EQ2UIPage windows. Using the proper name, or using the global element. They do work a little bit differently, and various times one will work and the other won't, then vise versa.</p>	
<p>In this example, I simply right click on an item in my inventory and choose destroy. It pops up a "Are you sure you want to destroy this item?" (choice window). In this example, we can access it using either naming convention.</p>	
<p>Filename: eq2ui_hud_choice.xml</p>	
<p>The "proper" name of this, is using "HUD". (Which we can see by looking into "eq2ui_hud.xml" and seeing the name <Page AbsorbsInput="false" BackgroundColor="#FFFFFF" ismodule="true" Name="HUD"</p>	
<p>Other common names are "MainHUD", "Popup" etc (again, all based on the UI files/their names).</p>	
<p>The global element, is named "_HUD" (with an underscore at the start).</p>	
<p>Here is the sample:</p>	
<pre>echo Underscore HUD echo \${EQ2UIPage[_HUD,choice].Child[page,_HUD.choice](type)} echo \${EQ2UIPage[_HUD,choice].Child[page,_HUD.choice].NumChildren} echo Just HUD echo \${EQ2UIPage[HUD,choice].Child[page,HUD.choice](type)} echo \${EQ2UIPage[HUD,choice].Child[page,HUD.choice].NumChildren}</pre>	
<p>Results:</p>	
<pre>Underscore HUD eq2uipage 11 Just HUD eq2uipage 0</pre>	

Here we can see, by either name, we can access the window (the part that returns eq2uipage). However, _HUD reports .NumChildren of 11, whereas HUD reports 0.

We can take this further. Looking at the choice1 button (Destroy, in this example):

```
echo Underscore HUD
echo ${EQ2UIPage[_HUD,choice].Child[Button,_HUD.Choice.Choice1]}
echo ${EQ2UIPage[_HUD,choice].Child[page,_HUD.choice].Child[3]}
echo Just HUD
echo ${EQ2UIPage[HUD,choice].Child[Button,HUD.Choice.Choice1]}
echo ${EQ2UIPage[HUD,choice].Child[page,HUD.choice].Child[3]}
```

Results:

```
Underscore HUD
eq2button
eq2button
Just HUD
eq2button
NULL
```

When accessing by name (.Choice.Choice1), using either method works fine. However, when we try to access by number (.Child[3]), only _HUD works, HUD does not. I suspect this is because HUD reports .NumChildren as 0.

As mentioned above, this applies to ALL EQ2UIPage windows, including the more complex. While I can usually just use _HUD or get the information using _HUD, then convert it to HUD using the name. However, this is not always possible.

For example, using .Child[#,name], doesn't work (for the windows that have the same name)

* The "Child" MEMBER of the 'eq2uipage' datatype now has the following syntax only:

1. Child["name"] <- Chooses the first child with the name provided
2. Child[#, "name"] <- Chooses the #th child with the name provided
3. Child[#] <- Chooses the #th child

2 and 3 do not work, and we can't use 1 because all the fields have the same name.

I suspect if .NumChildren was working on these windows, the rest would work.

If you need more complicated example let me know.