

## ISXEQ2 - Feature - Enhancement #2287

### "Mob" type/shorthand for Actor query

2025-02-19 09:01 AM - user01

|  |        |                        |            |
|--|--------|------------------------|------------|
| <b>Status:</b>   | New    | <b>Start date:</b>     | 2025-02-19 |
| <b>Priority:</b>   | Normal | <b>Due date:</b>       |            |
| <b>Assignee:</b>   |        | <b>% Done:</b>         | 0%         |
| <b>Category:</b>   |        | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>   |        |                        |            |
| <b>vbulletin_issue_id:</b>   |        |                        |            |
| <b>Description</b>   |        |                        |            |
| It would be a scripting quality-of-life improvement if we could do:  |        |                        |            |
| <code>\${Actor[mob,Venekor]}</code> instead of <code>\${Actor[Query,(Type=="NPC"  Type=="NamedNPC")&amp;&amp;Name="-Venekor"]}</code>                |        |                        |            |
| or even just <code>\${Actor[mob,radius,50]}</code> instead of <code>\${Actor[Query,(Type=="NPC"  Type=="NamedNPC")&amp;&amp;Distance&lt;=50]}</code> |        |                        |            |
| also for:  |        |                        |            |
| <code>EQ2:QueryActors[Actors,Type="Mob"&amp;&amp;Distance&lt;=50]</code>   |        |                        |            |