ISXEQ2 - How to echo current journal quest details

To use this test script, create a file in your /innerspace/scripts folder called CQuest.iss and place the entire text below. Then, you can run the script by typing the following command in the InnerSpace console (while in the game): run CQuest

```
function main()
{
    variable index:collection:string Details
    variable iterator DetailsIterator
    variable int DetailsCounter = 0

    echo "Journal Current Quest:"
    echo "- Name: ${QuestJournalWindow.CurrentQuest.Name.GetProperty["LocalText"]}"
    echo "- Level: ${QuestJournalWindow.CurrentQuest.Level.GetProperty["LocalText"]}"
    echo "- Category: ${QuestJournalWindow.CurrentQuest.Category.GetProperty["LocalText"]}"
    echo "- CurrentZone: ${QuestJournalWindow.CurrentQuest.CurrentZone.GetProperty["LocalText"]}"
    echo "- TimeStamp: ${QuestJournalWindow.CurrentQuest.TimeStamp.GetProperty["LocalText"]}"
    echo "- MissionGroup:
${QuestJournalWindow.CurrentQuest.MissionGroup.GetProperty["LocalText"]}"
    echo "- Status: ${QuestJournalWindow.CurrentQuest.Status.GetProperty["LocalText"]}"
    echo "- ExpirationTime:
${QuestJournalWindow.CurrentQuest.ExpirationTime.GetProperty["LocalText"]}"
    echo "- Body: ${QuestJournalWindow.CurrentQuest.Body.GetProperty["LocalText"]}"

    QuestJournalWindow.CurrentQuest:GetDetails[Details]
    Details:GetIterator[DetailsIterator]
    echo "- Details:"
    if (${DetailsIterator:First(exists)})
    {
        do
        {
            if (${DetailsIterator.Value.FirstKey(exists)})
            {
                do
                {
                    echo "-- ${DetailsCounter}::  '${DetailsIterator.Value.CurrentKey}' =>
'${DetailsIterator.Value.CurrentValue}'"
                }
                while ${DetailsIterator.Value.NextKey(exists)}
                echo "------"
            }
            DetailsCounter:Inc
        }
        while ${DetailsIterator:Next(exists)}
    }
}
```

To set the journal's currently selected quest, one would iterate through all the quests (as shown in [this knowledgebase article](#)), and then use the MakeCurrentActiveQuest method of the quest datatype. Or, if you knew the full name or ID of the quest, these would work as well: `QuestJournalWindow.ActiveQuest[Gruug's Got a Grudge]:MakeCurrentActiveQuest` or `QuestJournalWindow.ActiveQuest[3096546432]:MakeCurrentActiveQuest`