ISXEQ2 - Automatically Sacrifice Items Added to Altar

To use this test script, create a file in your /innerspace/scripts folder called EQ2AutoSacrifice.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 EQ2AutoSacrifice. The script will cause any item added to an altar to be automatically sacrificed.

```
variable bool ItemAddedToAltarForSacrifice = FALSE
variable uint ItemAddedToAltarForSacrifice_ItemIndex = 0

atom EQ2_ItemAddedToAltarForSacrifice(int ItemIndex)
{
 ItemAddedToAltarForSacrifice:Set[TRUE]
 ItemAddedToAltarForSacrifice_ItemIndex:Set[${ItemIndex}]
}

function main()
{
 if (!${ISXEQ2(exists)} || !${ISXEQ2.IsReady})
 {
  echo "\arERROR - ISXEQ2 not loaded or ready\ax"
  return
 }
 Event[EQ2_ItemAddedToAltarForSacrifice]:AttachAtom[EQ2_ItemAddedToAltarForSacrifice]

 echo "\ayNow automatically sacrificing any item added to an altar.\ax"

 do
 {
  if (${ItemAddedToAltarForSacrifice})
  {
   wait ${Math.Calc[${Math.Rand[2]}+1].Precision[0]}
   eq2execute /deity_offer ${ItemAddedToAltarForSacrifice_ItemIndex} 1
   ItemAddedToAltarForSacrifice_ItemIndex:Set[0]
   ItemAddedToAltarForSacrifice:Set[FALSE]
  }

  if (${ChoiceWindow(exists)})
  {
   if (${ChoiceWindow.Child[text,Text].GetProperty[text].Find[want to sacrifice]} > 0)
   {
    wait ${Math.Calc[${Math.Rand[2]}+1].Precision[0]}
    ChoiceWindow:DoChoice1
   }
  }

  wait 2
 }
 while (${ISXEQ2(exists)} && ${ISXEQ2.IsReady})

 return
}

function atexit()
{
 Event[EQ2_ItemAddedToAltarForSacrifice]:DetachAtom[EQ2_ItemAddedToAltarForSacrifice]
 echo "\ayScript Ended.\ax"
}
```