

## ISXEQ2 - Bug #1216

### Move Item Method Broken

2014-10-12 09:58 PM - bjcasey

<b>Status:</b>	Closed
<b>Priority:</b>	Normal
<b>Assignee:</b>	Amadeus
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
I posted this on the old tracker, but would really like to see this fixed.	
I'm trying to move an item from it's current slot, to the first slot of the first container.	
I am using: <code>Me.CustomInventory[{}]:Move[1,\${FirstSlotContainerID},\${ItemQuantity}]</code>	

### History

#### #1 - 2014-10-13 01:09 AM - Amadeus

- Status changed from New to Feedback Required
- Assignee set to Amadeus

This is most likely a heck of a lot of work to sift through this old code to fix this. What exactly is the reason for needing it?

#### #2 - 2014-10-13 05:58 AM - bjcasey

Four reasons:

1. There is an ability called Salvage that works like transmuting. You click the ability and your mouse cursor glows. When you click an appropriate item it will break it down similar to how transmuting works, but gives you different materials than transmuting.
2. There is an item with the Tears of Veeshan expansion where you could use the item and it would make your mouse cursor glow. You could then use the mouse cursor to "break down" the ToV gear into patterns.
3. Applying adornments to gear that the user knows does not have adornments already.
4. Move gear around between bags to "sort and organize" things as part of my Inventory script.

The purpose of reason 1 - 3 was to "hack" something together to work by combining moving the item to a location I knew it would be in and then manipulating the mouse. It isn't really my preferred method of doing things, but I was hoping it would be easier for you than giving us the ability to apply items to equipment and salvaging. These have been feedback requested for a while and if you would like me to feedback the individual requests again in more detail I can. Having them work "properly" would be the preferred way of doing things.

The purpose of the 4th reason was to just make things easier to the user. Often times when swapping gear around it will be dumped in the first available bag slot. I was trying to offer a way to have attuned gear moved to a specific bag so it didn't get mixed in with items I wanted to transmute. With the coming expansion, we are gaining the ability to have multiple gear sets. The problem that is being reported right now is that when you swap those gear sets, the old set gets tossed into the first available bag always.

#### #3 - 2014-10-13 07:35 AM - Kannkor

BJCasey - I know we spoke about this earlier, but it just occurred to me. I used my salvage script just last night, and it does exactly this - it salvages the first slot, then moves items to the first slot. Then repeats etc.

So the actual moving an item to the first slot definitely still works. I'll have to dig through and find how I'm doing it, but I used it last night without even thinking about our conversation.

#### #4 - 2014-10-13 08:11 AM - bjcasey

This can be closed. I didn't realize I was using the item ID of the container, instead of the ContainerID.

#### #5 - 2014-10-13 01:40 PM - Amadeus

- Status changed from Feedback Required to Closed