

ISXEQ2 - Feature - Enhancement #1304

EQ2UIPage - Treeview (DataSourceContainer)

2014-12-05 09:38 AM - Kannkor

Status:	Implemented	Start date:	2014-12-05
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Example:

Trying to read the quest journal window.

Open the quest Journal (Default key: J)

QuestJournal.PNG

I was able to get it down to knowing the left side composite has 2 children. A treeview, and a scroll bar. I haven't been able to figure out how or if we can get any data from a treeview.

XML source:

C:\Games\Everquest 2\UI\Default\eq2ui_journals_quest.xml

Proof of in the right area:

echo

```
#{EQ2UIPage[Journals,JournalsQuest].Child[Button,JournalsQuest.TabPages.Quests.TabPages.Active.Before.ShareButton].Label}
```

(Returns share).

For the actual window (composite) itself:

echo

```
#{EQ2UIPage[Journals,JournalsQuest].Child[composite,JournalsQuest.TabPages.Quests.TabPages.Active.Before.QuestList.composite].NumChildren}
```

Returns 2.

echo

```
#{EQ2UIPage[Journals,JournalsQuest].Child[composite,JournalsQuest.TabPages.Quests.TabPages.Active.Before.QuestList.composite].Child[composite,1]}
```

Returns Treeview. And that is as far as I can make it. I haven't found anything that can get me any data at all into the treeview.

History

#1 - 2014-12-05 09:39 AM - Kannkor

Perfect world, be able to read both the left and the right sides. But left side is more important.

#2 - 2016-06-08 10:55 AM - Pork

any News if this is being worked on at all as the (datasourcecontainer) would open up alot of options for scripting

#3 - 2016-06-18 10:49 PM - Amadeus

- Status changed from New to Feedback Required

Honestly, often the easiest thing to do when working with EQ2's convoluted UI system, is to simply get what you want/need rather than trying to make it work for everything. So, since the goal in this thread was to get the list of active quests, let's do that.

I just put up on <http://updates.isxgames.com/isxeq2/test> a version that has a new command called 'dquests'. Use it and let me know which of the values/flags are useful and what they mean. Once the important information is determined, I'll make a TLO and datatype for accessing it.

(NOTE: The 'dquests' command will exist in all versions of ISXEQ2 for the near future.)

#4 - 2016-06-21 05:18 PM - Amadeus

- Status changed from Feedback Required to Implemented

June 21, 2016
[20160621.0002]

- * Added new datatype 'quest'.
- * Added new MEMBERS to the 'quest' datatype:
 1. ID (uint)
 2. Level (int)
 3. Name (string)
 4. Category (string)
 5. CurrentZone (string)
- * Added new METHOD to the 'quest' datatype:
 1. Delete
 2. Share
- * Added new METHOD to the 'character' datatype:
 1. GetQuests[index:quest]
- * Added new MEMBERS to the 'character' datatype:
 1. NumQuests (int)
 2. Quest[ID#] (quest)
Quest["NAME"] (quest)
- * Added new Knowledgebase Article: "Accessing and iterating journal quests"
> <https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/31>