ISXEQ2 - Feature - Enhancement #1332

Actor tagtarget information

2015-01-02 02:34 PM - Kannkor

Status:	Implemented		**Start date:**	2015-01-02
Priority:	Normal		**Due date:**	
Assignee:	Amadeus		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

Make a group (2 people is fine).

On 1 toon (doesn't matter which), target something (can be yourself or the other group member, or an NPC, like the banker or mender). Then type:

/tagtarget <Value>

There are a lot of values, but here are a few that you can test with.

Note: The numbers STACK with the objects.

1-6

Various characters.

skull

cross

sword

shield

flame

star

For example, I target myself and did:

/tagtarget cross

/tagtarget 2

I now have a cross and the #2.

If it helps for tracking it down, you can also apply it using the UI.

When you target yourself (or anything) right click on the target window, and select "Tag". You will then get the tag window open.

Note: Only group members can see this tag, someone outside of the group cannot see the tag.

If you can add this to Actor that would be great. TagTargetNumber and TagTargetIcon (or whatever names you come up with).

History

#1 - 2015-01-04 01:10 AM - Amadeus

- Status changed from New to Implemented

- Assignee set to Amadeus

```
January 4, 2015 -- By Amadeus
[20141220.0004]
* Added new MEMBERS to the 'actor' datatype:
  1. TagTargetNumber   (string type)
  2. TagTargetIcon     (string type)
```

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