

ISXEQ2 - Feature - Enhancement #1348

Actor.IsNamed updates

2015-01-30 08:31 AM - Kannkor

Status:	Implemented	Start date:	2015-01-30
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
<p>As discussed on IRC a while ago.. some changes to how ISXEQ2 determines if it is a named NPC or not.</p> <p>If the first letter of the name is a lowercase "a", then it's NOT a named no matter what. (This would cover 'a mob' and 'an angry mob').</p> <p>If the first character of each word is a capital, minus special words, then it's a named.</p> <p>Here is my current list of special words.</p> <p>of</p> <p>the</p> <p>For example: Angry Mob of Doom</p> <p>That would be considered a named.</p> <p>I'm sure I'm missing a few special words, but that would probably globally catch the majority of named/not named, then we can tweak as we go.</p>			

History

#1 - 2015-01-30 10:59 AM - Amadeus

- Status changed from New to Feedback Required

- Assignee set to Amadeus

OK, I updated the logic in 20150129.0003 ...test it as much as possible and let me know when/if it doesn't work correctly and what isn't working properly (if so.)

If everything happens to be good, then let me know here and I'll close this issue.

#2 - 2015-02-08 02:36 PM - Amadeus

- Status changed from Feedback Required to Implemented