

ISXEQ2 - Bug #1368

[Broken] LootWindow Item Method

2015-03-31 02:40 PM - bjcasey

Status:	Resolved
Priority:	Normal
Assignee:	Amadeus
Category:	Broken Feature(s)
Target version:	
vbulletin_issue_id:	
Description	
LootWindow[#]:Examine	
Does nothing. Since it's an item type, shouldn't it open the examine window?	

History

#1 - 2015-04-29 10:28 PM - Amadeus

- Status changed from New to Feedback Required

Actually, LootWindow[#] returns a LootWindow type ...and that datatype does not have a method "Examine". Did you mean LootWindow[#].Item[#]:Examine instead?

That being said, it does seem as though how I've currently written the Examine METHOD of the item datatype, the "Examine" method would not do anything. Can you confirm that there is a right-click context option for "examining" an item in a loot window? If there is, then I'll see if I can add it ...if not, then it's probably not possible.

#2 - 2015-05-01 04:43 AM - bjcasey

Yes Amadeus. Sorry for the incorrect syntax. It is LootWindow[#].Item[#]:Examine.

I can confirm that when you right click an item in a loot window the only context menu option is Examine.

Thanks.

#3 - 2015-05-01 10:05 AM - Amadeus

This is not as simple a fix/addition as it sounds. Before I allocate time to try and add it, I want to confirm that it would be useful and/or that you need it. Otherwise, I'd just add documentation saying that "Examine" only works for items in the character inventory and/or currently equipped.

#4 - 2015-05-01 10:28 AM - bjcasey

I need it for better automation of my item database manager.

#5 - 2015-05-01 08:36 PM - Amadeus

- Status changed from Feedback Required to Resolved

Fixed in version 20150430.0011