

ISXEQ2 - Feature - Enhancement #1466

Modify Actor Member .InMyGroup

2015-10-10 12:22 AM - Herculezz

Status: Closed	Start date: 2015-10-10
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description Amadeus would it be possible to modify this member to only trigger True on if they are in my actual group and add another member for .InMyRaid? thanks! if not no biggie ill keep doing it the way i have been, just thought this would be convenient	

History

#1 - 2015-10-10 02:03 AM - Amadeus

- Status changed from New to Feedback Required

When you're checking that, do you not already have the ID for the actor? If so, then doing something like `if ${Me.Group[id,#](exists)}` would be about the same thing as what I could add (same for raid.) In fact, even doing something like `if ${Me.Group[id,${Actor[NAME].ID}](exists)}` wouldn't really be much less efficient than what I would be able to provide. Getting a group or raid member by ID is very efficient.

#2 - 2015-10-10 02:23 AM - Herculezz

yes i do and thats how i actually do check it, and if its about as efficient as your gonna get then all is good. ill continue the way i have it. Thanks for the feedback.

#3 - 2015-12-16 07:45 AM - Amadeus

- Status changed from Feedback Required to Closed