

ISXEQ2 - Feature - New #1542

Set EQ2UI Slider Bar

2015-12-14 04:20 AM - bjcasey

Status: Implemented	Start date: 2015-12-13
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description	
<p>I need to be able to set a value for the reforge slider bar.</p> <p>Reforger NPCs can be located in Qeynos and Freeport. Just ask a guard for "reforge".</p> <p>I have attached a picture of the slider bar in question. It is the Min ----- Max slider bar.</p> <p>Reforging has become a huge part character power. Those characters who do not adorn and reforge are at a significant disadvantage over those who do. Unfortunately, it is also very tedious to do and would be a prime example of something that could be automated.</p> <p>Reforge_Window.PNG</p>	

History

#1 - 2016-06-21 02:09 AM - Amadeus

- Status changed from New to Feedback Required

Are you able to access other aspects of this window (the other UI elements)? If so, can you give me the lavishscript lines you're using (e.g., \${EQ2UIPage...})?

#2 - 2016-07-04 11:16 AM - Amadeus

- Status changed from Feedback Required to Implemented

The SliderBar was implimented as part of version 20160628.0004 (see ISXEQ2Changes.txt file for details.)

<https://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/32> has an example of printing the status of a SliderBar as well as setting it to a new value.