ISXEQ2 - Feature - Enhancement #1620

Adding .IsVisible to EQ2UIElement

2016-06-13 04:26 AM - bjcasey

Status:	Implemented	**Start date:**	2016-06-13
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

I'm trying to detect if the zone window is being displayed.

	On the docks in Thundering Steppes. Location: -459.642670,-18.375893,-418.585663 The new fabled dungeon door. With the Select Destination window up. Error:No such 'EQ2UIElement' member 'IsVisible' @${EQ2UIPage[popup,zoneteleporter].Child[list,zoneteleporter.destinations.DestinationList].IsVisible}

I am asking for the member to be added or a way for us to detect if a specific UI element is visible to the client.

History

#1 - 2016-07-04 11:09 AM - Amadeus

- Status changed from New to Implemented

This is implimented as part of version 20160628.0004. EQ2UIElement is now known as eq2widget, and it has a new member: "GetProperty". One of the available properties is "Visible" (the full list of properties is in the changes file.)

So, using your example: ${EQ2UIPage[popup,zoneteleporter].Child[list,zoneteleporter.destinations.DestinationList].GetProperty[Visible]}