

Access to currency

2016-07-11 11:47 AM - Kannkor

Status:	Implemented	Start date:	2016-07-11
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

If you open your character window (C by default, or EQ2 button -> Character)

Then on the left click on 'Currency'

I want to be able to read this window.

Here's some of the basics that may help..

You have to have opened the currency window once before this will populate:

```
echo ${EQ2UIPage[Mainhud,Persona].Child[page,Persona.MainPage.CurrencyPage.currencylist.scrollpage].NumChildren}
```

Gives the # of items in the list. But we can't figure out a way to read them.

Here is the xml stuff (thanks Pork for getting it)

```
-<Page Size="325,552" ScrollExtent="325,552" Name="CurrencyList" PackSize="a,a" BackgroundOpacity="1.000"
RStyleDefault="/CommonElements.RoundedGrouper.data.rect" DragType="icon" DragAccepts="icon">

    <Scrollbar Size="22,531" ScrollExtent="22,531" Name="Scroll" MinimumSize="22,60" Location="292,11"
PackSize="fixed,absolute" Style="/CommonElements.ScrollbarVertical.data.style" PackLocation="right,top"
MaximumSize="22,16384" HidelfUnnecessary="false" DropToParent="true" Control="ScrollPage"
ArrowPressSound="sounds/button"/>

    -<Page Size="303,531" ScrollExtent="303,531" Name="ScrollPage" Location="11,11" PackSize="absolute,absolute"
BackgroundColor="#2D251C" AbsorbsInput="false" ScrollSize="33,33" DropToParent="true">

        <Icon Size="31,31" ScrollExtent="31,31" Name="row Icon" TreatAsButton="true" MouseOverColor="#FFFF00"
IconStyle="/IconStyles.item_list" BackgroundTint="#000000"/>

        <Text Size="210,31" ScrollExtent="210,31" Name="row Item Name" Location="35,0" PackSize="a,f"
Font="/TextStyles.Normal.NormalStyle" TextAlignmentVertical="Center"
DropToParent="true">a8d7734cfe9e747a:[DEVL]Currency Name</Text>

        <Text Size="42,31" ScrollExtent="42,31" Name="row Quantity" Location="235,0" PackSize="f,f"
PackLocation="right,top" Font="/TextStyles.Normal.NormalStyle" TextAlignmentVertical="Center" TextAlignment="Right"
DropToParent="true" ShrinkFontToFit="true">a8d7734cdc88af15:100</Text>

        <Image Size="303,31" ScrollExtent="303,31" Name="row Selection" PackSize="absolute"
BackgroundColor="#4A404A" BackgroundOpacity="1.000" DropToParent="true"/>

    </Page>
```

Things I'd like:

Way to open the currency tab. (Even if it's a way to open the Character window, then 'click' the Currency tab).

History

#1 - 2016-07-11 02:36 PM - Amadeus

- Status changed from New to Implemented

This will require version 20160707.0007 or later (which is currently the isxeq2 'test' build until tomorrow's patch.)

```

variable int Counter = 1
variable index:collection:string Categories
variable iterator CategoriesIterator
variable int CategoryCounter = 0

;; ensure that no windows are open
eq2execute /close_top_window
wait 5
eq2execute /close_top_window
wait 5
eq2execute /close_top_window      ;; Open Persona Window
eq2execute /togglepersona
wait 5

;; Ensure that CategoryListBox is still child #2
if (!${EQ2UIPage[Mainhud,Persona].Child[page,Persona.Categories].Child[2].Type.Equal["Listbox"]}) ||

!${EQ2UIPage[Mainhud,Persona].Child[page,Persona.Categories].Child[2].GetProperty[Name].Equal["CatetoryListbo
x"]})
{
    echo "The EQ2UI has changed.  The 'CategoryListbox' is no longer child 2 of Persona.Categories.  This
script will need to be updated."
    return
}
;;;;;;;;;;;;;
;; Open the "Currency" Tab
EQ2UIPage[Mainhud,Persona].Child[page,Persona.Categories].Child[2]:GetOptions[Categories]
Categories:GetIterator[CategoriesIterator]
if (${CategoriesIterator:First(exists)})
{
    do
    {
        if (${CategoriesIterator.Value.FirstKey(exists)})
        {
            if (${CategoriesIterator.Value.Element["Name"].Equal["Currency"]})
            {

EQ2UIPage[Mainhud,Persona].Child[page,Persona.Categories].Child[2]:SetProperty[SelectedItemIndex,${Categories
Iterator.Value.Element["v0"]}]

                ;; Spew Values (if desired)
                ;do
                ;{
                ;    echo "Option #${CategoryCounter}::  '${CategoriesIterator.Value.CurrentKey}' =>
'${CategoriesIterator.Value.CurrentValue}'"
                ;}
                ;while ${CategoriesIterator.Value.NextKey(exists)}
                ;echo "-----"
            }
            CategoryCounter:Inc
        }
        while ${CategoriesIterator:Next(exists)}
    }
else
{
    echo "It appears that the Persona category list is empty!"
    return
}
;;
;;;;;;;;;;;;;
;; Spew Information within the Currency tab
if
(${EQ2UIPage[Mainhud,Persona].Child[page,Persona.MainPage.CurrencyPage.currencylist.scrollpage].NumChildren) >

```

```

0)
{
    do
    {
        if
        (${EQ2UIPage[Mainhud,Persona].Child[page,Persona.MainPage.CurrencyPage.currencylist.scrollpage].Child[${Counter}].Type.Equal["Text"]})
        {
            echo "${Counter}: eq2text
        (${EQ2UIPage[Mainhud,Persona].Child[page,Persona.MainPage.CurrencyPage.currencylist.scrollpage].Child[${Counter}].GetProperty[LocalText]}) "
        }
        else
        {
            ;echo "${Counter}.
        (${EQ2UIPage[Mainhud,Persona].Child[page,Persona.MainPage.CurrencyPage.currencylist.scrollpage].Child[${Counter}].Type}) "
        }
    }
    while (${Counter:Inc} <=
        ${EQ2UIPage[Mainhud,Persona].Child[page,Persona.MainPage.CurrencyPage.currencylist.scrollpage].NumChildren})
    }
;;
;;;;;;;;;;;;;

```