

ISXEQ2 - Feature - New #1683

Event for group/raid party change

2016-07-31 12:14 PM - Kannkor

Status:	Implemented	Start date:	2016-07-31
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Could you make an event for when a group/raid has a party change?			
IE: Someone joins/leaves the raid? (I have one currently by reading the in-game chat text, which is horrrrrrrrrrrrrible because of having thousands of lines of text to read every second). Curious if there's something you could do to make it better.			

History

#1 - 2016-12-31 10:22 AM - Amadeus

- Status changed from New to Implemented

December 31, 2016

[20161220.0025]

* Added new EVENTS:

- EQ2_onGroupMembershipChange(int PreviousGroupCount, int NewGroupCount)
~ See [http://forge.isxgames.com/projects/isxeq2/wiki/EO2_onGroupMembershipChange_\(Event\)](http://forge.isxgames.com/projects/isxeq2/wiki/EO2_onGroupMembershipChange_(Event))
for more information and an example on how to use this event.
- EQ2_onRaidMembershipChange(int PreviousRaidCount, int NewRaidCount)
~ See [http://forge.isxgames.com/projects/isxeq2/wiki/EO2_onRaidMembershipChange_\(Event\)](http://forge.isxgames.com/projects/isxeq2/wiki/EO2_onRaidMembershipChange_(Event))
for more information and an example on how to use this event.