

ISXEQ2 - Feature - Enhancement #1735

Actor - Search parameters based on any member

2016-12-11 02:40 AM - Kannkor

<b>Status:</b>	Implemented	<b>Start date:</b>	2016-12-11
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			
<b>Description</b>			
As per our conversation:			
--> make the request that you want to be able to populate an actor index using search parameters involving any/all of the actor members			
Random example:			
echo \${Actor[member,race,ogre]}			
Or a QueryActors or something.			

History

#1 - 2016-12-19 05:53 PM - Amadeus

- Status changed from New to Implemented

December 19, 2016  
[20161215.0002]  
\* The "Actor" TLO will now accept the following parameter format:  
    Actor[Query,<Query String>]  
\* Added new METHOD to the 'eq2' datatype:  
    1. QueryActors[index:actor,<Query String>]  
(Please note that all string literals within query strings must be enclosed in quotation marks. For example: \${Actor[Query, Name == "Aliindar"]})  
====  
Using Lavishscript Query Strings allows script writers to search based on ANY of the datatypes members. This makes it significantly more powerful and flexible than the current methods of searching for and returning actors. For more information, see <http://forge.isxgames.com/projects/isxeq2/knowledgebase/articles/40>  
(Also, please note that the additions in today's changes are now considered the preferred way of searching for and returning actors with ISXEQ2. Older methodology should continue to work, but will no longer be expanded upon.)