

BJScripts - Feature - New #1839

NPC dialog.

2017-02-16 08:56 PM - loopy

Status: Implemented	Start date: 2017-02-16
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description	
<p>While trying to setup a new Task File in Twark for the crafting weekly i ran into a few things i have questions on. Depending when you do the other daily quests the options from Oogthor can be different, I would like to know the best way to work through this, for now im just making the Weekly Task file for the quest Snacky Snacks that resets Thursdays.</p> <p>Would a feature to grab all quests from Oogthor be best or the option to read the conversation dialogue and then respond if a specific option is available?</p> <p>Let me know what you think is best / easiest.</p>	

History

#1 - 2017-02-19 09:02 AM - bjcasey

- Status changed from New to In Progress

#2 - 2017-02-20 04:23 PM - bjcasey

Command: QuestBot: NPC_Dialogue

P1 = ForWho

P2 = Check_Reply, SetSkipPoint, Find_Reply

P3 (Check_Reply) = Reply Text to Match

P4 (Check_Reply) = Task Step to Skip To (#, End or SetSkipPoint Name)

P3 (SetSkipPoint) = Task Step #, End or a specific name

P3 (Find_Reply) = Text to match

#3 - 2017-02-21 03:53 AM - bjcasey

- Status changed from In Progress to Implemented

This will be available with Patch # 151.