

## Quest Bot 3.00 BETA - Feature - New #1844

### Provide branching in scripted task

2017-02-22 05:10 AM - ethreayd

<b>Status:</b> New	<b>Start date:</b> 2017-02-22
<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>	
<p>Today task for QuestBot are linear. They go from step-1 to the last step. Sometime something make the task stop before the end like "Confirm_ZoneName".</p> <p>With the new NPC_Dialogue we can go directly to a step depending on the matched text in the dialogue. The issue is that we can not easily have a branch for each case.</p> <p>What could be done today is to do :</p> <p>a NPC_Dialogue with 3 possibility that will use as next step at let says, step-100, step-200 or step-300</p> <p>When going, by example at step-200, the issue is that at one point, it will reach the step-300. So we need an EXIT before step-300. This could be done by using the confirm_ZoneName with a dummy zone.</p> <p>But that means that it will not do, by example step-400 and so.</p> <p>So if by example I have a minimal script like that :</p> <p>step-1 : Do a NPC_Dialogue that continue to step-2 for choice A, step-3 for choice B, step-4 for choice C</p> <p>step-2 : /dance</p> <p>step-3 : /hug</p> <p>step-4 : /smile</p> <p>step-5 : /autodestruct</p> <p>For choice A, it will do step 2, 3, 4, 5, in case of B, it will skip 2 but do 3,4,5 and in case C, it will skip 2 &amp; 3 and do 4 &amp; 5</p> <p>You can not do 2 then 5, 3 then 5 by example.</p> <p>what you can do is :</p> <p>step-1 : Do a NPC_Dialogue that continue to step-2 for choice A, step-5 for choice B, step-8 for choice C</p> <p>step-2 : /dance</p> <p>step-3 : /autodestruct</p> <p>step-4 : Confirm_ZoneName("Land of Oz") --&gt; Will stop the task</p> <p>step-5 : /hug</p> <p>step-6 : /autodestruct</p> <p>step-7 : Confirm_ZoneName("Land of Oz") --&gt; Will stop the task</p> <p>step-8 : /smile</p> <p>step-9 : /autodestruct</p>	

Which can be really heavy when you have a lot to do after a choice.

Different possibilities are available to deal with that, one of them is to do like in the programming language BASIC, GOTO

step-1 : Do a NPC\_Dialogue that continue to step-2 for choice A, step-4 for choice B, step-6 for choice C

step-2 : /dance

step-3 : GOTO(step-7)

step-4 : /hug

step-5 : GOTO(step-7)

step-6 : /smile

step-7 : /autodestruct

Another way to do it will be sub task

<main\_task>

step-1 : Do a NPC\_Dialogue that continue to st1 for choice A, st2 for choice B, st3 for choice C and go to next step when sub task is finished

step-2 : /autodestruct

</main\_task>

<st1>

step-1 : /dance

</st1>

<st2>

step-1 : /hug

</st2>

<st3>

step-1 : /smile

</st3>