ISXEQ2 - Feature - New #1895

Familiars - Access to them

2017-05-13 10:02 AM - Kannkor

Status:	Implemented		**Start date:**	2017-05-13
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

With the latest GU103, it added 'Familiars'.

If you use default UI, if you open the character window (C by default). It is right under 'Mounts'.

How this works, is you get a familiar (various places, such as marketplace), you right click and "add" it to your collection and it shows up in your familiars tab.

Then from here you can 'cast'/activate one.

Looking for as much as you can find on these.

Such as if you have one summoned, like OnMount, HaveFamiliar.

Looking for a way to cast these familiars via code. Perfer by name.

Looking for a way to see which familiars you have.

If you need an account that has a familiar just PM me, I'll give you access to one.

History

#1 - 2017-05-14 02:31 AM - Kannkor

Account info PM'd.

In bag 1, slot 1, is a familiar: Crimson Construct

You can only do this next part ONCE because it will add it to the character. So you may want to take a snap shot of this prior.

Right click the familiar and 'Add to Collection'.

Open your character window (C by default). This specific familiar is in the 3rd row, first one (it's kind of hard to see which one you have). Click and hold it and drag it to the bottom where it says 'Equipped'.

To cast it, you can click the button to the right that says to summon it.

#2 - 2019-12-31 06:30 PM - Amadeus

- Status changed from New to Implemented

Added in 20191219.0018