

ISXEQ2 - Bug #2053

Vendor.Merchant does not seem to work anymore

2018-02-09 02:26 AM - ethreayd

Status: Resolved	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Hello,	
I have this script that worked before in PoP to automatically buy the gear from the Tishan lockbox merchant :	
<pre>function get_Gear() { variable string MerchantName="Tishan's Lockbox" target \${Me.Name} wait 10 target \${Me.Name} wait 10 QuestBotAPI -LSTask \${Me.Name} "100 - Navigation - To PoM NPC Tishan" "1" "FALSE" "14" wait 100 do { target \${Me.Name} wait 10 } while (\${Actor["\${MerchantName}"].Distance} > 10) echo reach \${MerchantName} wait 5 Actor["\${MerchantName}"]:DoTarget Actor["\${MerchantName}"]:DoubleClick wait 5 Vendor.Merchant["Plane Traveler's Weapon Kit: \${Me.Archetype}"]:Buy[1] ;don't know why that does not work with my bard wait 10</pre>	

```
switch ${Me.Class}
{
case crusader
Vendor.Merchant["Plane Traveler's Kit: Plate"]:Buy[1]
break
case warrior
Vendor.Merchant["Plane Traveler's Kit: Plate"]:Buy[1]
break
case cleric
Vendor.Merchant["Plane Traveler's Kit: Plate"]:Buy[1]
break
case brawler
Vendor.Merchant["Plane Traveler's Kit: Leather"]:Buy[1]
break
case druid
Vendor.Merchant["Plane Traveler's Kit: Leather"]:Buy[1]
break
case sorcerer
Vendor.Merchant["Plane Traveler's Kit: Cloth"]:Buy[1]
break
case enchanter
Vendor.Merchant["Plane Traveler's Kit: Cloth"]:Buy[1]
break
case summoner
Vendor.Merchant["Plane Traveler's Kit: Cloth"]:Buy[1]
break
default
Vendor.Merchant["Plane Traveler's Kit: Chain"]:Buy[1]
break
}
wait 10
EQ2UIPage[Inventory,Merchant].Child[button,Merchant.WindowFrame.Close]:LeftClick
EQ2UIPage[Inventory,Merchant].Child[button,Merchant.WC_CloseButton]:LeftClick
```

```
wait 5
```

```
echo Now unpack and equip after toon have returned to start point in 5 secs! Then relaunch autopop
```

```
}
```

I try on my Bard and it does not work. But it was working on my Zerk. Now I have tried it with my Zerk and it's not working anymore. In fact it was working with a lot of class before and it's not working with any anymore.

Maybe it's me but I double check and it looks like a regression to me.

Another thing. It seems that when you request the price of a merchandise, you only get the price of merchandise you can sell to the merchant. I did not manage to get the price of object to buy.

Regards,

History

#1 - 2018-02-14 01:58 AM - Amadeus

- Status changed from New to In Progress

Yea, I need to go through and completely revamp all of the buying/selling to/from merchants and brokers. It's all messy and doesn't make a lot of sense right now.

Can you try changing all of your **Vendor.Merchant** to **Vendor.Item** and see if that works?

Just from looking at the code briefly, it seems that Vendor.Merchant is returning YOUR inventory that can be sold and Vendor.Item is returning the inventory of the merchant that can be bought. (And, yes, it makes no sense.)

Anyway, see if using **Vendor.Item** fixes it ...if so then I'll just revamp everything this summer when I have time so that it all makes a lot more sense.

#2 - 2018-02-27 05:40 AM - ethreayd

It works. Thank You !

#3 - 2019-12-26 12:46 PM - Amadeus

- Status changed from In Progress to Resolved