ISXEQ2 - Feature - Enhancement #2071

ItemInfo - Add .Infusable

2018-03-29 04:31 PM - Kannkor

Status:	Implemented		**Start date:**	2018-03-29
Priority:	Normal		**Due date:**	
Assignee:	Amadeus		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

Add .Infusable to datatype iteminfo

It seems almost all items level 100 or higher are infusable. Including crafted ones. So I can get you an item to test on if you need.

History

#1 - 2018-03-31 01:18 PM - Amadeus

- Status changed from New to In Progress

- Assignee set to Amadeus

I would need access to two items that are as similar as possible, but that one is infusable and the other isn't.   They don't have to be identical type items, but just as close as possible (same type, other flags the same, etc.)

#2 - 2019-12-26 12:30 PM - Amadeus

- Status changed from In Progress to Implemented

Added in version 20191219.0011

Files

Infusable.PNG	115 KB	2018-03-29	Kannkor