ISXEQ2 - Feature - Enhancement #2076

Access to EQ2 UI element: radialmenu

2018-04-13 01:19 PM - Kannkor

Status:	Implemented	**Start date:**	2018-04-13
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

When you right click something, such as an NPC in the guild hall.

File:

eq2ui_mainhud_radialmenu.xml

Here is the entire file:

[code]

```
<?xml version="1.0" encoding="utf-8"?>
    <Page alwaysontop="true" BackgroundOpacity="1.000" Name="RadialMenu" RStyleDefault="/FrameStyles.win_gold_menu"
ScrollExtent="117,135" Size="117,135" Visible="false">
        <RadialMenu DataSource="RadialSource" MaximumSize="120,52" MinimumSize="120,52" Name="RadialMenuControl"
ScrollExtent="120,52" Size="120,52" Style="RadialStyle" />
        <DataSource Name="RadialSource">
            <Data Name="Choice1" text=":01575474fbf63870:Menu Choice 1" />
            <Data Name="Choice4" text=":015754748b9cccff:Menu Choice 4" />
        </DataSource>
        <RadialMenuStyle ButtonStyleN="/ButtonStyles.text_button_menu" ItemHeight="18" ItemMargin="4,8" Name="RadialStyle"
/>
    </Page>
```

[/code]

echo ${EQ2UIPage[_HUD,radialmenu].Child[page,_HUD.radialmenu].NumChildren}

returns 1

echo ${EQ2UIPage[_HUD,radialmenu].Child[page,_HUD.radialmenu].Child[1](exists)}

returns NULL

If we could have access to this datasource that would be great! Thanks

History

#1 - 2019-12-27 04:52 PM - Amadeus

- Status changed from New to Implemented

Added in version 20191219.0012

Files

Radialmenu.PNG	55.4 KB	2018-04-13	Kannkor