

ISXEQ2 - Feature - Enhancement #2082

EQ2_onIncomingText (Event) (Expand to Accept All Chat Types Like Narrative etc)

2018-05-15 08:24 AM - Pork

| | | | |
|--|-------------|------------------------|------------|
| Status: | Implemented | Start date: | 2018-05-15 |
| Priority: | Normal | Due date: | |
| Assignee: | Amadeus | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | | |
| vbulletin_issue_id: | | | |
| Description | | | |
| Expand { EQ2_onIncomingText (Event) } to Parse all Types of chat Via (int ChatType). | | | |
| At the Moment { EQ2_onIncomingText (Event) } Parses all text no matter what it is in its current state. | | | |
| We Would Like access to All Chat types Like you have done within ChatText Event Via the (int ChatType). | | | |
| this would allow us a filter stuff via the ChatType code. | | | |
| Main Type being (Narrative). | | | |
| Example Below: | | | |
| atom EQ2_onIncomingText(string Message) would become atom EQ2_onIncomingText(string Message, int ChatType) | | | |
| so it would not break any existing scripts. | | | |

History

#1 - 2018-05-17 06:13 PM - Amadeus

I need a reliable way to replicate a message of the type you're talking about so that I can see what you mean. When I added the chat events, the EQ2_onIncomingChatText caught all of the chat messages and then EQ2_onIncomingText was just those 1 second messages like "Fizzled!", "Interrupted!", etc.

So, if there is a different kind of message that's coming through now that acts and looks differently, and is NOT a chat channel type message, then I'll need to test with it to see if there even is a 'type' value that comes along with it.

#2 - 2018-05-17 11:48 PM - Kannkor

- File ChatOptions.PNG added

Amadeus - I talked to Pork about this, what we're looking for is more like this. It's NOT a new chat type, it's (what is assumed) existing chat types that aren't there. They wouldn't really fit into ChatText, that's why IncomingText was suggested.

Example: All chat is assigned a filter (which we're calling chat type here). Since these can be configured via checkboxes in game, we're hoping you can read them so we can more easily filter them out.

If you right click on the tab of a chat window, and select 'Chat Options', it brings up the attached screen shot. If you have multiple tabs, you can select where any of these go.

The one Pork specified, Narrative, is just 1 checkbox in here. I'd say the easiest way to test, would be combat or spells.

Example:

YOU flurry Grimror for a critical of 1525997 piercing damage.

That would likely be under the filter: [x] You hit

In a perfect world, you could find the filter/chat type and add it to the existing IncomingChat event. (Just int values, like ChatType would be fine, we can easily build a list).

#3 - 2018-05-18 08:11 AM - Pork

to make it easier to see what chat type the text is you can do the following.

in game type /chat_show_category true

this will place what chat type it is in front of the text in the chat window.

for an easy way to get narrative text constantly you can do the following.

open Bank and place any coin from your inventory IE: Place copper into your bank the line of text it spews out is narrative.

Example: (Narrative) 63 Copper deposited (63 Copper in the bank now.)

if you need anything else let me know

#4 - 2019-12-26 05:43 PM - Amadeus

- *Status changed from New to Implemented*

Added in 20191219.0011

Files

| | | | |
|-----------------|--------|------------|---------|
| ChatOptions.PNG | 151 KB | 2018-05-18 | Kannkor |
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