

## ISXEQ2 - Feature - Enhancement #2125

### Provide "item" data from Lootwindow

2020-01-01 09:19 PM - user01

<b>Status:</b> Resolved	<b>Start date:</b> 2020-01-01
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> Currently <code>\$(LootWindow.Item[#])</code> returns an "iteminfo" object, instead of an "item" object. Recently you added a member to the "item" data type (.IsUnpackable) which would be very useful to have access to from LootWindow. Can you check if there's any way to make "item" members available from LootWindow? I'm specifically interested in .IsUnpackable, but I could imagine having uses for other members as well.  Thanks.	

#### History

##### #1 - 2020-01-02 11:34 AM - user01

Screenshots below for the Lootwindow of an item that does return TRUE for IsUnpackable, once it is in my inventory.

<https://i.imgur.com/phVB4j2.png>

<https://i.imgur.com/tVcTc8F.png>

##### #2 - 2020-01-03 01:13 AM - Amadeus

- Status changed from New to Resolved

The "Type" member of the 'iteminfo' datatype should already provide you with information on whether an item in the loot window is a Package or not. It will return "Package" for any item that can be unpacked.

I will be adding the ability to iterate through what's in a package in the next build of ISXEQ2. But, for now, you should already be able to tell if an item in the loot window is a package or not by using .Type