

## ISXEQ2 - Feature - Enhancement #2127

### Access to Scrollbar in EQ2UIPage for manipulation

2020-01-03 02:07 PM - Pork

<b>Status:</b>	Implemented	<b>Start date:</b>	2020-01-03
<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>			

#### Description

1. go to Guild hall
2. Open Fuel merchant window
3. on the Right you will see a scrollbar to go up and down within the window this is what id like access to currently have to use mouse manipulation to control it and it sucks.

see pic below

merchantscrollbar.png  
Raw code below with children

```
echo ${EQ2UIPage[_HUD,merchant].Child[page,_HUD.merchant].Child[Page,2].Child[Page,4].GetProperty[name]} should return Headerframe
```

```
echo ${EQ2UIPage[_HUD,merchant].Child[page,_HUD.merchant].Child[Page,2].Child[Scrollbar,5].GetProperty[name]} will return NULL as can not access it.
```

More completed ui code for the above...

```
echo ${EQ2UIPage[_HUD,merchant].Child[page,_HUD.Merchant.ItemList.HeaderFrame].GetProperty[name]} should return Headerframe
```

```
echo ${EQ2UIPage[_HUD,merchant].Child[page,_HUD.Merchant.ItemList].Child[Scrollbar,5].GetProperty[name]} will return NULL as can not access it.
```

Raw xml code

merchant\_scrollbar.png  
a way to set it via 0 to 100 would be amazing.

#### History

#1 - 2020-01-04 12:52 PM - Amadeus

- Status changed from New to Implemented

Added in 20200103.0003