

ISXEQ2 - Feature - Enhancement #2133

Add extract planar essence method to object item

2020-04-17 04:20 AM - ethreayd

Status:	Implemented	Start date:	2020-04-17
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
I would like to be able to do Extract Planar Essence as I can do Transmute or Salvage on a item.			
Thank you			

History

#1 - 2020-04-17 11:32 AM - Amadeus

Try using the Salvage method with it and see what happens. Something like:

```
Me.Ability[id, #]:Use      ;; I'm not sure the AbilityID# for Extract Planar Essence
```

```
wait 5
```

```
Me.Inventory["Item Name"]:Salvage
```

```
wait 10
```

```
do
```

```
{
```

```
    waitframe
```

```
}
```

```
while ${Me.CastingSpell}
```

#2 - 2020-04-17 02:21 PM - ethreayd

OK I have done that :

```
Me.Ability[id, 406528868]:Use
```

```
wait 5
```

```
Me.Inventory["Spicy Wand of Nerobahan"]:Salvage
```

```
wait 10
```

```
do
```

```
{
```

```
    waitframe
```

```
}
```

```
while ${Me.CastingSpell}
```

and it says : "Failed to salvage [Spicy Wand of Nerobahan]"

(I have tested that this item can be extracted manually)

#3 - 2020-04-18 10:15 AM - Amadeus

- Status changed from New to In Progress

The casting time on the ability was lower than I thought it would be, so the sample script I provided didn't work. This one will though:

```
Me.Ability[id, 406528868]:Use
```

```
wait 5
do
{
waitframe
}
while ${Me.CastingSpell}
Me.Inventory["Spicy Wand of Nerobahan"]:Salvage
```

I will add a method called "Extract", but it will do EXACTLY the same thing as "Salvage" (Salvage, Refine, Transmute, Extract all work exactly the same: they all just "target" the item after you cast the ability), so, you can go ahead and use "Salvage" for now if you don't want to wait until the next release.

#4 - 2020-04-18 10:22 AM - Amadeus

- *Status changed from In Progress to Implemented*

Added in 20200416.0003