

ISXEQ2 - Feature - Enhancement #2209

Actor - Add MouseOver text

2022-05-16 12:38 PM - Kannkor

Status: Implemented	Start date: 2022-05-16
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description Add MouseOver text to actor. See picture for details. You can find many examples anywhere, one of the easiest is any travel bell (such as in a guild hall, freeport docks, etc). I believe you already are capturing this information, because I <i>*think*</i> if an actor does not have a name, it will return the hover text as the .Name. We just need a way to directly access the hover text/mouseover text (whatever name makes sense is fine). https://cdn.discordapp.com/attachments/755545844203126894/975814312029483119/unknown.png	

History

#1 - 2023-12-14 12:04 AM - Amadeus

- Status changed from New to Implemented