

## ISXEQ2 - Bug #2223

### `\${ContainerWindow.Item[1].IsItemInfoAvailable}` doesn't return data

2022-11-04 06:14 PM - Kannkor

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	Amadeus
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>I think `\${ContainerWindow.Item[1].IsItemInfoAvailable}` isn't working, at least not very reliably.. I don't think it's pinging the server for the info. However, <code>Me.Inventory[1].ToItemInfo</code> is working fine.</p> <p>This comes back as FALSE no matter what I do, even after waiting, after hovering over it in game, even examining it, still false. Then, I'm not sure why, it is now TRUE... but `\${ContainerWindow.Item[2].IsItemInfoAvailable}` is FALSE now, no matter what.</p> <pre>---- Datatype[eq2containerwindowitem] ---- ContainerWindow.Item[2].ID   67571   HEX: 0x107f3 ContainerWindow.Item[2].IsItemInfoAvailable   FALSE ContainerWindow.Item[2].Level   125   HEX: 0x7d ContainerWindow.Item[2].LinkID   -1431656867   HEX: 0xaa65d ContainerWindow.Item[2].Name   Wall of Rage XI (Expert) ContainerWindow.Item[2].Quantity   8   HEX: 0x8 ContainerWindow.Item[2].ToItemInfo   NULL  ---- Datatype[iteminfo] ---- ContainerWindow.Item[2].ToItemInfo.AlreadyCollected   NULL ContainerWindow.Item[2].ToItemInfo.AppearanceOnly   NULL</pre> <ol style="list-style-type: none"><li>1. Easiest way to test, is in a guild hall, with any depot</li><li>2.</li></ol> <p>In this case, I'm using a Scroll depot</p>	

### History

#### #1 - 2023-10-30 01:26 AM - Amadeus

- Status changed from New to In Progress

- Assignee set to Amadeus

#### #2 - 2023-10-31 02:09 PM - Amadeus

- Status changed from In Progress to Resolved

Fixed in 20231024.0023