

## ISXEQ2 - Feature - New #2255

### Actor.ToolTip (.HoverOver?)

2023-11-28 04:40 PM - Kannkor

<b>Status:</b> Implemented	<b>Start date:</b> 2023-11-28
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b> Amadeus	<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>	
<p>Your test character for this is your SK on live. He should already be in zone: darklight wood around /loc 51.102261,-33.984791,-218.446884</p> <p>Very near you, are mushrooms, whose actor name is "mushroom", but if you hover your mouse over them, they say "Nerian Highlands mushroom".</p> <p>Try not to actually click them, or you will update the quest, once you click enough of them, they will poof, and we'll have to get another one from the next quest.</p> <p>I *think* a while ago, if an actor has no name, but has a hover over, you made it return the hover over? However, I'd like to be able to access both of them, and be able to search (via query system) using a .HoverOver. But just incase this is the .hoverover, you may have already found it when you did the if it has no name it returns said value.</p>	

### History

#1 - 2023-12-13 11:59 PM - Amadeus

- Status changed from New to Implemented

Added in 20231212.0004