ISXEQ2 - Feature - Enhancement #2293

eq2icon - ToItem

2025-03-17 10:21 PM - Kannkor

Status:	New	**Start date:**	2025-03-17
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Within eq2uipage, if I encounter a eq2icon, I can .ToAbility it. Some times I encounter items. I'd like to be able to .ToItem it.

Easiest example: Make sure there is an item in your guild bank, bag 1, slot 1

echo ${EQ2UIPage[_HUD,guildbank].Child[Icon,_HUD.GuildBank.MainTabPage.BankPage.Items.ScrollPage.Row0.Slot 0]}

Likewise, you can do a bag that you have open, but those are in an IconBank. So an extra step: Note with this one: This only works on the most recent bag opened

echo ${EQ2UIPage[_HUD,bag].Child[page,_HUD.bag].Child[2].Icon[1]}

History

#1 - 2025-03-18 11:38 AM - Kannkor

Kannkor wrote:

> Within eq2uipage, if I encounter a eq2icon, I can .ToAbility it. Some times I encounter items. I'd like to be able to .ToItem it.
>
> Easiest example: Make sure there is an item in your guild bank, bag 1, slot 1
>
> echo ${EQ2UIPage[_HUD,guildbank].Child[Icon,_HUD.GuildBank.MainTabPage.BankPage.Items.ScrollPage.Row0.Slot 0]}
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> Likewise, you can do a bag that you have open, but those are in an IconBank. So an extra step: Note with this one: This only works on the most recent bag opened
>
> echo ${EQ2UIPage[_HUD,bag].Child[page,_HUD.bag].Child[2].Icon[1]}

I'm not sure if it's helpful, but eq2examineitemwindow has a .ToItem