ISXEQ2 - How to acquire all ReplyDialog window reply options

To use this test script, create a file in your /innerspace/scripts folder called ReplyWindow_Replies.iss and place the entire text below. Then, you can run the script by typing the following command in the InnerSpace console (while in the game): run ReplyWindow_Replies. *(Note: You will need to have a reply window open for this script to work.)*

```
function main()
{
    variable index:collection:string Options
    variable iterator OptionsIterator
    variable int OptionCounter = 0

    if (!${ReplyDialog(exists)})
    {
        echo "There is no reply dialog available."
        return
    }

    echo "ReplyDialog Text: '${ReplyDialog.Text}'"

    if (!${ReplyDialog.Replies(exists)})
        return

    ReplyDialog.Replies:GetOptions[Options]
    Options:GetIterator[OptionsIterator]

    echo "The current reply dialog window has ${Options.Used} reply options available"

    if (${OptionsIterator:First(exists)})
    {
        do
        {
            if (${OptionsIterator.Value.FirstKey(exists)})
            {
                do
                {
                     echo "Option #${OptionCounter}::  '${OptionsIterator.Value.CurrentKey}' =>
'${OptionsIterator.Value.CurrentValue}'"
                }
                while ${OptionsIterator.Value.NextKey(exists)}
                echo "------"
            }
            OptionCounter:Inc
        }
        while ${OptionsIterator:Next(exists)}
    }
}
```