

ISXEQ2 - Automatically Sacrifice Items Added to Altar

To use this test script, create a file in your /innerspace/scripts folder called EQ2AutoSacrifice.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 EQ2AutoSacrifice. The script will cause any item added to an altar to be automatically sacrificed.

```
variable bool ItemAddedToAltarForSacrifice = FALSE
variable uint ItemAddedToAltarForSacrifice_ItemIndex = 0

atom EQ2_ItemAddedToAltarForSacrifice(int ItemIndex)
{
  ItemAddedToAltarForSacrifice:Set [TRUE]
  ItemAddedToAltarForSacrifice_ItemIndex:Set [ ${ItemIndex} ]
}

function main()
{
  if (!${ISXEQ2(exists)} || !${ISXEQ2.IsReady})
  {
    echo "\arERROR - ISXEQ2 not loaded or ready\ax"
    return
  }
  Event[EQ2_ItemAddedToAltarForSacrifice]:AttachAtom[EQ2_ItemAddedToAltarForSacrifice]

  echo "\ayNow automatically sacrificing any item added to an altar.\ax"

  do
  {
    if ( ${ItemAddedToAltarForSacrifice} )
    {
      wait ${Math.Calc[ ${Math.Rand[2]}+1 ].Precision[0] }
      eq2execute /deity_offer ${ItemAddedToAltarForSacrifice_ItemIndex} 1
      ItemAddedToAltarForSacrifice_ItemIndex:Set [0]
      ItemAddedToAltarForSacrifice:Set [FALSE]
    }

    if ( ${ChoiceWindow(exists)} )
    {
      if ( ${ChoiceWindow.Child[text,Text].GetProperty[text].Find[want to sacrifice]} > 0 )
      {
        wait ${Math.Calc[ ${Math.Rand[2]}+1 ].Precision[0] }
        ChoiceWindow:DoChoice1
      }
    }

    wait 2
  }
  while ( ${ISXEQ2(exists)} && ${ISXEQ2.IsReady} )

  return
}

function atexit()
{
  Event[EQ2_ItemAddedToAltarForSacrifice]:DetachAtom[EQ2_ItemAddedToAltarForSacrifice]
  echo "\ayScript Ended.\ax"
}
```