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autoequip for merc

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Author	Message	
CodySweatshirt	Post subject: autoequip for merc	Posted: Fri May 19, 2017 10:54 pm
User 	does this exist anywhere?	
Joined: Tue Jun 05, 2012 7:10 am		
Top	profile	
weiry6922	Post subject: Re: autoequip for merc	Posted: Sat May 20, 2017 5:31 am
User 	Not publically	



Joined: Thu Aug 04, 2005
1:12 am
Location: Australia

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unseenthreat

Post subject: Re: autoequip for merc

Posted: Mon May 22, 2017 10:51 pm

User



User



Joined: Mon Mar 15, 2010
10:29 pm

misc.js find this

Code: Select all

```
clickItem(0, bodyLoc);
```

and replace it with

Code: Select all

```
(clickItem(0, bodyLoc) || clickItem(4, bodyLoc));
```

I've seen it equip armor and helm so far would kind of be nice to have a separate pickit but this works for now.

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CodySweatshirt

Post subject: Re: autoequip for merc

Posted: Sat May 27, 2017 7:32 pm

User



User

Joined: Tue Jun 05, 2012
7:10 am

unseenthreat » Mon May 22, 2017 1:51 pm wrote:

misc.js find this

Code: Select all

```
clickItem(0, bodyLoc);
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and replace it with

Code: Select all

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(clickItem(0, bodyLoc) || clickItem(4, bodyLoc));
```

I've seen it equip armor and helm so far would kind of be nice to have a separate pickit but this works for now.

that is just saying equip on body location, or merc location right? not really specifying and it will be somewhat random? also will attempt to put rings and such on him?

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unseenthreat

Post subject: Re: autoequip for merc

 **Posted:** Mon May 29, 2017 8:14 am

User



 User avatar


Joined: Mon Mar 15, 2010
10:29 pm

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CodySweatshirt

Post subject: Re: autoequip for merc

 **Posted:** Mon May 29, 2017 9:12 am

User



Joined: Tue Jun 05, 2012
7:10 am

unseenthreat » Sun May 28, 2017 11:14 pm wrote:

Yes I think so but I'm no pro coder mostly trial and error here and looking up stuff for java script as I know C++ somewhat better as I learned it and c first. No not random though it will place items of higher tier on him if it can. I am working to rewrite it though. With just that in misc.js it's not reading the merc's stats or item stats >.<

	well it is randomly selecting whether or not to put items on the mercenary or the person. but you need to make it scan the current merc item and compare the tier with the new item, like the autoeq for char. ill probably copy pasta it on there tomorrow.	
Top	 profile	
unseenthreat	Post subject: Re: autoequip for merc	 Posted: Tue May 30, 2017 6:46 am
User   Joined: Mon Mar 15, 2010 10:29 pm	Test this misc.js https://pastebin.com/CwM6ttRK I added the code to check merc stats and merc item stats. Not completely sure but I think this is right. 	
Top	 profile	
CodySweatshirt	Post subject: Re: autoequip for merc	 Posted: Tue May 30, 2017 7:51 am
User  Joined: Tue Jun 05, 2012 7:10 am	unseenthreat » Mon May 29, 2017 9:46 pm wrote: Test this misc.js https://pastebin.com/CwM6ttRK I added the code to check merc stats and merc item stats. Not completely sure but I think this is right.  needs to evaluate item type so you dont try to equip rings etc.. or a separate pickit nip or tier value (>999 check if merc needs to equip).	
Top	 profile	
unseenthreat	Post subject: Re: autoequip for merc	 Posted: Tue May 30, 2017 10:36 am
User   Joined: Mon Mar 15, 2010	It will not try to equip rings as there is no ring location on merc Code: Select all <code>clickItem(4, bodyLoc);</code>	

10:29 pm	can only click on a bodyLoc that exist in this location. Which is helm 1, armor 3, weapon 4, and shield 5. I haven't looked much into making a different pickit. I've just made merc weapons lower tier then char weapons. Because ususally merc can't equip my chars weapons anyways.
Top	 profile
CodySweatshirt	Post subject: Re: autoequip for merc  Posted: Tue May 30, 2017 9:03 pm
User  Joined: Tue Jun 05, 2012 7:10 am	<p><u>unseenthreat</u> » <u>Tue May 30, 2017 1:36 am</u> wrote:</p> <p>It will not try to equip rings as there is no ring location on merc</p> <p>Code: Select all</p> <div style="border: 1px solid black; padding: 5px;"><code>clickItem(4, bodyLoc);</code></div> <p>can only click on a bodyLoc that exist in this location. Which is helm 1, armor 3, weapon 4, and shield 5. I haven't looked much into making a different pickit. I've just made merc weapons lower tier then char weapons. Because ususally merc can't equip my chars weapons anyways.</p> <p>ah okay. what will happen if it tries to equip a shield?</p>
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