

RulebasedInventory by TaxTalis

Documentation Version: 0.4.0

Addon Version: 1.4.1

TERMS AND CONDITIONS

YOU ARE USING THIS ADDON AT YOUR OWN RISK!

I will not hold responsible for any damage or inconvenience this addon might cause for any reason.

This said, I have tested this addon on my main account for quite some time and try to do everything I can to make your experience with this addon as good and as safe as possible.

Needed libraries

LibStub

LibAsync

LibAddonMenu-2.0

LibCustomMenu

About this addon

After installing it, it does nothing. It's Simple as that.

You have to define rules for different tasks which then are executed automatically.

Tasks to define rules for are:

- **Move from Backpack to Bank** (starts when opening the Bank UI)
- **Move from Bank to Backpack** (starts when opening the Bank UI)
- **Sell at Store and Fence** (starts when opening the Store or Fence UI)
- **Launder** (starts when opening the Fence UI)
- **Junk** (is checked continuously ("on update") for each item on the backpack)
- **Destroy** (is checked continuously ("on update") for each item on the backpack)
- **Deconstruct** (starts when opening the deconstruct tab of an Crafting Station UI)
- **Notification** (is checked continuously ("on update") for each new item)

Homebank is not supported yet.

Addons consulted for item data

If **FCOIS** is installed, a general FCOIS protection may be enabled in menu tab “General”.

For now there is no implementation to check for different FCOIS-labels.

Even with FCOIS protection disabled, the protection may be tested in a rule. See [Data of other Addons collected for an item.](#)

There is no error message if FCOIS protection is disabled and FCOIS was not found but all protections are enabled for an item, so even if protection is disabled, one uses the protection terms in a rule and FCOIS fails for some reason, the protection would automatically stop any action for any item checked by a protection term.

If **CraftStore** is installed, items can be checked for needed research or missing knowledge for all tracked characters. See [Special functions.](#)

If **Master Merchant** or **Tamriel Trade Centre** is installed the prices for items from those are included. See [Data of other Addons collected for an item.](#)

If AutoCategory is installed, items can be checked for their category.
See [Special functions.](#)

Profiles

In menu, you may type the name for a profile in the box in the submenu “Profile” and save the whole setting in its current state. This profile is available to all characters on this server. To activate it on any other character just select it from the dropdown and “Load” it. When changing any setting on a character having a profile activated, the profile is unset (not deleted but also not saved). To update a profile you may overwrite it by typing the same name in the box and saving again. When the name of a profile is recognized typed in the box, the “Delete”-Button is enabled which will delete the profile from the list. All characters which inherit a profile draw updates to their profile automatically at login. When the profile is not found (was deleted), the profile is unset for the character, but the settings still apply in the last configuration the character got.

Regarding Rules

A rule is a Boolean function in LUA-Syntax. Please seek out information on LUA like [here](#), if you are not familiar with this and need further help.

Boolean Terms are connected with “and” or “or”.

Negation is available with “not” and parenthesis “(“ and “)” are allowed.

Operators are “==”, “<”, “<=”, “>”, “>=” and “~=”.

Syntax for Rules

Further below you can see a list of terms to be used in a rule.

To avoid typing too much there is a simplification:

Instead writing “armortype == armortype_heavy” you may only write “(armortype_heavy)”.

Be careful to not include spaces between term and parentheses if you wish to take this shortcut.

Furthermore there are some functions available, please see [Special functions](#) for this.

Examples “MasterCrafter”

Task	Rule
Bag-To-Bank (Exclude items matched by Bank-To-Bag <u>on</u>)	NOT (JUNKED) AND NOT FCOISMARKER("LOCK") AND ((tool) or (soulgem) or (survey) or (masterwrit) or (treasuremap) or (intricate) or (recipe) or (((armor) or (weapon)) and not crafted) or ((item_enchanting) and not (crafted)) or (item_jewelry))
Bank-To-Bag (Exclude items matched by Bag-To-Bank <u>off</u>)	NOT FCOISMARKER("LOCK") AND (((itemnamematch("lockpick") or ((soulgem) and (fine)) or ((tool) and level == 50)) and countbackpack < 50) or (learnlist("Caelean", "Seika Kitamura", "Gilvalar Merohin") and ((recipe_drink) or (recipe_food))) or (learnlist("Caelean", "Seika Kitamura", "Gilvalar Merohin") and not ((recipe_drink) or (recipe_food))) or (masterwrit) or (treasuremap and itemname("XXX")) or (survey) or (item_jewelry) or (item_clothier) or (item_blacksmithing) or (item_woodworking) or (item_enchanting))
Deconstruct	NOT FCOISMARKER("LOCK") and not (crafted or set or ((intricate) and cp >= 150))
Destroy	stolen and (tool)
Junk	NOT FCOISMARKER("LOCK") AND ((trash) or (junk) or (treasure) or (ornate) or (monstertrophy) or (((potion) or (poison) or (drink) or (food)) and not ((crafted) or itemnamematch("crown", "gold"))) and (cp < 150 or (normal)) and not (itemname("Essence of Health", "Essence of Stamina", "Essence of Magicka"))) or (((weapon) or (armor) or (item_enchanting)) and (cp < 150 or quality <= normal)) and not ((crafted) or (intricate) or (item_jewelry))))
Launder	(material)
Notification	(survey) or (legendary) or (learn("Caelean"))
Sell	(junked)

Default (unchangeable) Exclusions of Rules

Junk excludes all items already junked.

Bag-To-Bank excludes all stolen or character bound items and all unique items from which an instance already resides inside the bank. Also all containers will not be transferred (subject to change if containers exist which can be transferred to bank, might need to tighten this exception)

Bank-To-Bag excludes all unique items from which an instance already resides inside the backpack.

Sell excludes all stolen items.

Fence and *Launder* permit only stolen items.

Deconstruct exclude in dependence of the crafting station which one is at.

Safe rule and ingame lock

Safe rules are available for *Sell*, *Fence*, *Destroy* and *Deconstruct* and exclude all legendary or nirnhoned items and all items with a MM or TTC value above 10.000.

Furthermore all items which are locked with the game internal lock will be excluded from *Sell*, *Fence*, *Destroy* and *Deconstruct*.

Exclude Other Rule

This feature is only available for Bag-To-Bank and Bank-To-Bag (for each other) and it excludes all items which fulfil the other rule. With this you can define one part like “take this item from bank” in the other you say “transfer all items to bank... but not the ones I would take from bank”.

Count of items

Counts of items (like countbackpack, countbank, ...) are calculated by instanceId (eso does this) One might think an instanceId would make an item of one type with same overall values, but this is not the case. E.g. an lockpick which is stolen has the same instanceId as a not stolen one. Keep this in mind.

Junk and Notify are the only tasks which do not take count-terms into account for calculation of the amount of items to take actions on and will always execute on a whole stack. But a count-term may cancel the action for a stack like “junk if countbackpack > 100)” will not junk any new stack of an item unless there are more than 100 items of this in the bag already.

Colorization

When testing a rule or on error the rule is printed in green and red to better determine where an unrecognized term resides. Green terms are known by the addon and may possibly be correct, red terms however are not recognized and should be checked.

Destroy

Destroy is a very dangerous task (as are Fence and Deconstruct) because if once executed on an item it's gone forever. With the save rule and the protections by the ingame lock (and FCOIS) in place I did all I could to prevent harm, but it is still dangerous if misconfigured or on misbehaviour of the code which I tackle with testing on PTS and even on my own account. No version will ever be published

which I haven't used for several days and still, as said, I will not guarantee for a perfect run as testing all possibilities is not an option.

This said "destroy" has a special: Threshold. When activated and slider set to the left over free slots you want to have in your inventory a complete task of "destroy" will test each item of the backpack for the given destroy-rule and execute it accordingly.

Furthermore you may place "(threshold)" in your rule which will evaluate to true only if the threshold is reached. With this you have the possibility to e.g. safe all materials even if stolen but destroy them if you run out of space to keep more valuable stuff.

Known issues and limitations

not

Using “not” might fail, if the term to negate is not put into parenthesis.

ItemType and SpecializedType

are mostly redundant but may not be used redundantly on all items.

Also some terms seem to identify an item, but don't. For example “lockpicks” is NOT the itemType lockpicks have! These are types and values received from ESO and I cannot and will not change them.

Count of an item

For any transaction a specific amount of items is only supported away from bank or backpack and between bank and backpack in both directions.

“countbackpack > 100” might move 10 of an item which is 110 times in your backpack to your bank if defined in Bag-To-Bank's rule.

A check on countcraftbag might change the outcome from true to false but will never change the amount taken for the transaction.

MM and TTC

When checking on values of TTC and MM please notice that they are all set as -1 if no value from the other addons could be received for any reason. Thus when testing for “mmvalue < 100” be sure to also check “mmvalue > 0” to only have valid results included.

Itemnamematch and creatormatch

Some special characters might not work in name-search-functions due to lua-pattern syntax. itemnamematch(“Tri-State”) won't find anything because “-” is recognized as pattern, same holds for parentheses and other non-alphabetic characters. To match a name without patterns please use itemname and creatorname, as “patterns” given to those are escaped and will not be recognized as patterns.

Colorization of rules

The colorization of a rule is not continued when a linebreak is part of the rule.

The colour then changes from green to standard output colour (yellow).

Also user defined terms in double quotes are mostly printed in red as the addon may don't know them.

Item not junked, destroyed or notified about

but the rule would suggest so, item is listed in test output or even action is executed on “run” (only for junk). This might happen if the item was received along with multiple other items in quick succession. Sometimes ESO then “forgets” to trigger the event about an item, therefor the addon can't take any actions.

Basedata collected for an item

item data variable	Term to use in rule	Description
armorType	armor_heavy	
armorType	armor_light	
armorType	armor_medium	
armorType	armor_none	
bagId	backpack	== 1
bagId	bank	== 2
bagId	bag_buyback	== 4
bagId	bag_delete	== 17
bagId	guildbank	== 3
bagId	housebank8	== 14
bagId	housebank5	== 11
bagId	housebank4	== 10
bagId	housebank9	== 15
bagId	housebank1	== 7
bagId	housebank7	== 13
bagId	housebank6	== 12
bagId	housebank10	== 16
bagId	housebank3	== 9
bagId	housebank2	== 8
bagId	subbank	== 6, Subscriberbank
bagId	craftbag	== 5
bagId	bag_worn	== 0
bindType	unbound	Never bound
bindType	onequip	Account bound after equipped
bindType	onpickup	Account bound on pickup but not character bound
bindType	characterbound	Character bound on pickup
equipType	equip_chest	Can be placed in this equip slot
equipType	equip_costume	Can be placed in this equip slot
equipType	equip_feet	Can be placed in this equip slot
equipType	equip_hand	Can be placed in this equip slot
equipType	equip_head	Can be placed in this equip slot
equipType	equip_none	Cannot be placed in any equip slot
equipType	equip_legs	Can be placed in this equip slot
equipType	equip_mainhand	Can be placed in this equip slot
equipType	equip_neck	Can be placed in this equip slot
equipType	equip_offhand	Can be placed in this equip slot
equipType	equip_onehand	Can be placed in this equip slot
equipType	equip_poison	Can be placed in this equip slot
equipType	equip_ring	Can be placed in this equip slot
equipType	equip_shoulders	Can be placed in this equip slot
equipType	equip_twohand	Can be placed in this equip slot
equipType	equip_waist	Can be placed in this equip slot

quality	superior	== 3
quality	epic	== 4
quality	legendary	== 5
quality	fine	== 2
quality	normal	== 1
quality	junk	== 0 (not to confuse with “junked” and “trash”)
traitInfo	researchable	Check if the current character can research this trait, careful this is not true/false but a status of traitInfo! “not (researchable)” will not provide only items which are not researchable but all items with any other status of traitInfo than researchable!
traitInfo	intricate	General check if item has intricate trait (careful, same pitfall as researchable)
traitInfo	notraitinformation	all item neither researchable, intricate, ornate nor retraited (careful, same pitfall as researchable)
traitInfo	ornate	General check if item is ornate (careful, same pitfall as researchable)
traitInfo	retraited	General check if item’s trait was transmuted (careful, same pitfall as researchable)
trait	armor_divines	
trait	armor_impenetrable	
trait	armor_infused	
trait	armor_intricate	
trait	armor_nirnhoned	
trait	armor_ornated	
trait	armor_invigorating	
trait	armor_reinforced	
trait	armor_sturdy	
trait	armor_training	
trait	armor_wellfitted	
traitCategory	armortrait	General check if trait is from armor
traitCategory	jewelrytrait	General check if trait is from jewelry
traitCategory	trait_categoryless	[unclear] maybe for non-trait items?
traitCategory	weapontrait	General check if trait is from weapon
trait	jewelry_arcane	
trait	jewelry_bloodthirsty	
trait	jewelry_harmony	
trait	jewelry_healthy	
trait	jewelry_infused	
trait	jewelry_intricate	
trait	jewelry_ornate	
trait	jewelry_protective	
trait	jewelry_robust	
trait	jewelry_swift	
trait	jewelry_triune	

trait	traitless	Item has no trait
trait	weapon_charged	
trait	weapon_decisive	
trait	weapon_defending	
trait	weapon_infused	
trait	weapon_intricate	
trait	weapon_nirnhoned	
trait	weapon_ornate	
trait	weapon_powered	
trait	weapon_precise	
trait	weapon_sharpened	
trait	weapon_training	
style	aldmeri	For equip items, motif books and chapters
style	daggerfall	For equip items, motif books and chapters
style	ebonheart	For equip items, motif books and chapters
style	akaviri	For equip items, motif books and chapters
style	ancientelf	For equip items, motif books and chapters
style	ancientorc	For equip items, motif books and chapters
style	ashlander	For equip items, motif books and chapters
style	dwemer	For equip items, motif books and chapters
style	ragada	For equip items, motif books and chapters
style	reach	For equip items, motif books and chapters
style	reachwinter	For equip items, motif books and chapters
style	soulshriven	For equip items, motif books and chapters
style	tsaesci	For equip items, motif books and chapters
style	xivkyn	For equip items, motif books and chapters
style	yokudan	For equip items, motif books and chapters
style	akatosh	For equip items, motif books and chapters
style	malacath	For equip items, motif books and chapters
style	trinimac	For equip items, motif books and chapters
style	ebony	For equip items, motif books and chapters
style	bandit	For equip items, motif books and chapters
style	daedric	For equip items, motif books and chapters
style	draugr	For equip items, motif books and chapters
style	dromothra	For equip items, motif books and chapters
style	maomer	For equip items, motif books and chapters
style	mazzatun	For equip items, motif books and chapters
style	minotaur	For equip items, motif books and chapters
style	primitive	For equip items, motif books and chapters
style	silkenring	For equip items, motif books and chapters
style	glass	For equip items, motif books and chapters
style	frostcaster	For equip items, motif books and chapters
style	grimharlequin	For equip items, motif books and chapters
style	hollowjack	For equip items, motif books and chapters
style	skinchanger	For equip items, motif books and chapters
style	styleless	For equip items, motif books and chapters

style	abahswatch	For equip items, motif books and chapters
style	assassins	For equip items, motif books and chapters
style	buoyantarmiger	For equip items, motif books and chapters
style	darkkbrotherhood	For equip items, motif books and chapters
style	hlaalu	For equip items, motif books and chapters
style	moragtong	For equip items, motif books and chapters
style	ordinator	For equip items, motif books and chapters
style	outlaw	For equip items, motif books and chapters
style	redoran	For equip items, motif books and chapters
style	telvanni	For equip items, motif books and chapters
style	thievesguild	For equip items, motif books and chapters
style	wormcult	For equip items, motif books and chapters
style	argonian	For equip items, motif books and chapters
style	breton	For equip items, motif books and chapters
style	darkelf	For equip items, motif books and chapters
style	highelf	For equip items, motif books and chapters
style	imperial	For equip items, motif books and chapters
style	khajiit	For equip items, motif books and chapters
style	nord	For equip items, motif books and chapters
style	orc	For equip items, motif books and chapters
style	redguard	For equip items, motif books and chapters
style	woodelf	For equip items, motif books and chapters
style	craglorn	For equip items, motif books and chapters
style	undaunted	For equip items, motif books and chapters
style	style_unique	[unclear] for very special (non-equip?) items?
Style	universal	[unclear] any universal non-equip item?
Type	additive	[unclear] category only used in specialtype
type	armor	
type	armor_booster	[deprecated?] armor uses boosters of profession like “booster_blacksmithing”
type	material_armortrait	Material to craft armor traits
type	avarepair	PvP repair tool
type	booster_blacksmithing	Temper Material
type	material_refined_blacksmithing	
type	material_raw_blacksmithing	
type	booster_clothier	Tannin Material
type	material_refined_clothier	
type	material_raw_clothier	
type	collectible	
type	container	
type	costume	
type	corwnitem	
type	corwnrepair	
type	itemtype_deprecated	
type	disguise	
type	drink	

type	dyestamp	
type	aspect	
type	essence	
type	potency	
type	booster_enchantment	[deprecated?] E.g. “Kuta” is type “Aspect”
type	fish	
type	flavoring	
type	food	
type	furnishing	
type	material_furnishing	
type	glyph_armor	
type	glyph_jewelry	
type	glyph_weapon	
type	ingredient	Provisioning material
type	material_raw_jewelrytrait	
type	material_refined_jewelrytrait	
type	booster_refined_jewelry	Plating material
sType	material_furnishing_alchemy	
type	booster_raw_jewelry	
sType	material_furnishing_blacksmithing	
type	lockpick	[deprecated?] lockpicks are of type “tool” (as are repair kits)
type	lure	
type	masterwrit	
type	mount	
type	typeless	
type	plug	
type	poison	
type	poison_base	
type	potion	
type	potion_base	
type	itemtype_racial_style_motif	
sType	material_furnishing_clothier	
type	reagent	
type	recipe	
type	siege	
type	soulgem	
type	spellcraftingtablet	
type	spice	
sType	material_furnishing_enchanting	
type	tabard	
type	tool	
type	trash	
type	treasure	
type	trophy	
type	weapon	

type	booster_weapon	
type	material_weapontrait	
type	booster_woodworking	
sType	material_furnishing_jewelry	
sType	material_furnishing_provisioning	
soulGemType	empty	
soulGemType	filled	
sType	s_additiv	
sType	s_armor	
sType	s_booster_armor	
sType	s_material_armortrait	
sType	s_avarepair	
sType	s_booster_blacksmithing	
sType	material_furnishing_woodworking	
type	material_raw_style	
sType	s_booster_clothier	
type	material_refined_jewelry	
type	material_raw_jewelry	
sType	monstertrophy	
sType	rarefish	
sType	s_container	
sType	s_eventcontainer	
sType	s_costume	
sType	s_crownitem	
sType	s_crownrepair	
sType	s_disguise	
sType	drink_alcoholic	
sType	drink_cordialtea	
sType	drink_distillate	
sType	drink_liqueur	
sType	drink_tea	
sType	drink_tincture	
sType	drink_tonic	
sType	drink_unique	
sType	s_dyestamp	
sType	s_aspect	
sType	s_essence	
sType	s_potency	
sType	s_booster_enchantment	
sType	s_fish	
sType	s_flavoring	
sType	food_entremet	
sType	food_fruit	
sType	food_gourmet	
sType	food_meat	
sType	food_ragout	

sType	food_savoury	
sType	food_unique	
sType	food_vegetable	
sType	furnishing_craftingstation	
sType	furnishing_light	
sType	s_material_refined_blacksmithing	
sType	s_material_raw_blacksmithing	
sType	s_material_refined_clothier	
sType	s_material_raw_clothier	
sType	s_material_refined_jewelry	
sType	s_material_raw_jewelry	
sType	s_material_raw_style	
sType	furnishing_ornamental	
sType	furnishing_seating	
sType	furnishing_targetdummy	
sType	s_glyph_armor	
sType	s_glyph_jewelry	
sType	s_glyph_weapon	
sType	ingredient_alcohol	
sType	s_ingradient_drink_additiv	
sType	s_ingradient_food_additiv	
sType	ingredient_fruit	
sType	ingredient_meat	
sType	ingredient_rare	
sType	ingredient_tea	
sType	ingredient_tonic	
sType	ingredient_vegetable	
sType	s_material_raw_jewelrytrait	
sType	s_material_refined_jewelrytrait	
sType	s_booster_refined_jewelry	
sType	s_material_refined_style	
sType	s_booster_raw_jewelry	
sType	s_material_upgrader	
sType	s_lockpick	
sType	s_lure	
sType	s_masterwrit	
sType	s_mount	
sType	s_typeless	
sType	s_plug	
sType	s_poison	
sType	s_poison_base	
sType	s_potion	
sType	s_potion_base	
sType	motifbook	
sType	motifchapter	
sType	s_material_refined_woodworking	

sType	reagent_animalpart	
sType	reagent_fungus	
sType	reagent_herb	
sType	formula	
sType	diagram	
sType	pattern	
sType	schematic	
sType	sketch	
sType	design	
sType	recipe_drink	
sType	recipe_food	
sType	blueprint	
sType	ballista	
sType	battle_standard	
sType	catapult	
sType	graveyard	
sType	siege_monster	
sType	siege_oil	
sType	ram	
sType	trebuchet	
sType	siege_universal	
sType	s_soulgem	
sType	s_spellcrafting_tablet	
sType	s_spice	
sType	s_material_raw_woodworking	
sType	s_tabard	
sType	s_tool	
sType	s_trash	
sType	s_treasure	
sType	key	
sType	key_fragment	
type	material_refined_style	
sType	museum_piece	
sType	recipe_fragment	
sType	runebox_fragment	
sType	scroll	
sType	survey	
sType	treasuremap	
sType	s_weapon	
sType	s_booster_weapon	
sType	s_material_weapontrait	
sType	s_booster_woodworking	
type	material_refined_woodworking	
type	material_raw_woodworking	
general	value	Selling price at ESO NSC store
general	vouchers	Reward of writvouchers from this item, every

		non-masterwrit item returns a value of 0
weaponType	axe	
weaponType	bow	
weaponType	dagger	
weaponType	firestaff	
weaponType	froststaff	
weaponType	mace	
weaponType	healingstaff	
weaponType	lightningstaff	
weaponType	weapon_none	
weaponType	weapontype_prop	[unclear]
weaponType	weapontype_rune	[unclear]
weaponType	shield	
weaponType	sword	
weaponType	battleaxe	
weaponType	maul	
weaponType	greatsword	
general	bound	[boolean] checks if item is bound
general	cp	[number] the championpoint of an item
general	countbackpack	[number]
general	countbank	[number]
general	countcraftbag	[number]
general	countstack	[number] size of the stack of the item
general	countmax	[number] maximum stack size of the item
general	crowncrate	[boolean] item from crowncrate?
general	crownstore	[boolean] item from crownstore?
general	crafted	[boolean] item crafted?
general	glyphmincp	cp of a glyph needed to be able to be applied
general	glyphminlvl	level of a glyph needed to able to be applied
general	junked	[boolean]
general	level	[number] the level of an item
general	locked	[boolean] ESO Lock (might be overwritten with FCOIS Icon Lock)
general	recipeknown	[boolean] ESO mark if needed by this character
general	set	[boolean] item is from set?
general	stackable	[boolean] item is stackable?
general	stolen	[boolean] item is stolen?
general	unique	[boolean] item is unique?

Data of other Addons collected for an item

Needed Addon	Term to use in rule	Description
MasterMerchant	mmvalue	Suggested MM price
MasterMerchant	mmsalescount	Offers accepted, recorded by MM
MasterMerchant	mmdays	Days of which the record was gathered
MasterMerchant	mmsouldcount	Sold individual items, recorded by MM
MasterMerchant	mmcraftercost	Calculated cost for crafting this item (recipes etc.)
TamrielTradeCentre	ttcvaluemin	Lowest price at TTC
TamrielTradeCentre	ttcvalueavg	Average price at TTC
TamrielTradeCentre	ttcvaluemax	Highest price at TTC
TamrielTradeCentre	ttcvaluesuggestion	Minimum price at TTC
TamrielTradeCentre	ttcoffercount	Offers at TTC
TamrielTradeCentre	ttcitemcount	Items offered at TTC
FCOIS	protectjunk	checks protection from junking
FCOIS	protectsell	checks protection from selling at store
FCOIS	protectfence	checks protection from fencing
FCOIS	protectdestroy	checks protection from destroying
FCOIS	protectdeconstruct	checks protection from deconstructing
FCOIS	protectlaunder	checks protection from laundering
FCOIS	fcoisismarked	checks if item has any fcoismarker applied

Special abbreviations and values

Term to use in rule	Description
traited	any traited equip
material	any material
material_raw	any raw material
material_refined	any refined material
material_booster	any booster
material_raw_booster	any raw booster
material_refined_booster	any refined booster
material_trait	any trait material
material_raw_trait	any raw trait material
material_refined_trait	any refined trait material
material_enchantment	any enchantment material
material_style	any style material
material_alchemy	any alchemy material
material_blacksmithing	any blacksmithing material
material_clothier	any clothier material
material_woodworking	any woodworking material
material_jewelry	any jewelry material
material_jewelrytrait	any jewelry trait material
threshold	threshold of free slots (see Destroy)
item_blacksmithing	any blacksmithing armor or weapon
weapon_blacksmithing	any blacksmithing weapon
armor_blacksmithing	any blacksmithing armor
item_woodworking	any woodworking weapon (==weapon_woodworking)
weapon_woodworking	any woodworking weapon
item_clothier	any clothier armor (==armor_clothier)
armor_clothier	any clothier armor
item_jewelry	any jewelry ring or necklace
item_enchanting	any glyph

Special functions

Needed Addon	Term to use in rule	Description
---	itemnamematch("pattern1", ...)	Checks if any of the given patterns matches the name of the item. (Names are matched not case sensitive and use LUA-Patterns.)
---	itemname("pattern1", ...)	Same as itemnamematch but given patterns are escaped. Returns true if pattern is substring.
---	creatornamematch("pattern1", ...)	Checks if any of the given patterns matches the name of the item's creator. (Names are matched not case sensitive and use LUA-Patterns.)
---	creatorname("pattern1", ...)	Same as creatornamematches but patterns are escaped. Returns true if pattern is substring.
---	reagenttraitmatch("trait1", ...)	Checks if any of the given patterns matches a reagent trait of the item (reagents only, and only traits known to this character!). (Names are matched not case sensitive and use LUA-Patterns.)
---	reagenttrait("trait1", ...)	Same as reagenttraitmatch but patterns are escaped. Returns true if pattern is substring.
---	itemtagmatch("tag1", ...)	Checks if any of the given patterns matches a tag of the item. (Names are matched not case sensitive and use LUA-Patterns.)
---	itemtag("tag1", ...)	Same as itemtagmatch but patterns are escaped. Returns true if pattern is substring.
CraftStore	researchlist("characterName1", ...)	The given list of character names is traversed in order and true is returned only if no character "needs" this item for research before this character's name appeared. (Character names are matched in whole, but not case sensitive)
CraftStore	research("characterName1", ...)	Returns true if any of the given characters needs the item for research (Character

		names are matched in whole, but not case sensitive)
CraftStore	learnlist("characterName1", ...)	The given list of character names is traversed in order and true is returned only if no character "needs" this recipe (not motif!) before this character's name appeared. (Character names are matched in whole, but not case sensitive)
CraftStore	learn("characterName1", ...)	Returns true if any of the given characters needs to learn from the item (not motif!) (Character names are matched in whole, but not case sensitive)
FCOIS	fcoismarkermatch("marker1", ...)	Checks if any of the given patterns matches a marker of the item. (Names are matched not case sensitive and use LUA-Patterns.)
FCOIS	fcoismarker("marker1", ...)	Same as fcoismarkermatch but patterns are escaped. Returns true if pattern is substring.
AutoCategory	autocategory("category1", ...)	Checks if any of the given patterns matches the category of the item. (Categories are matched not case sensitive, LUA-Patterns escaped. Returns true if pattern is substring.)