Ryzom - Feature # 1500

Status:	New	**Priority:**	Normal
Author:	Nixus	**Category:**	
Created:	10/07/2012	**Assignee:**	
Updated:	10/07/2012	**Due date:**	
Subject:	Feature request: ability to equip items on hotkey (or upon shortcut bar activation).		

Description

One qute annoying thing compared to some other games is that items can't be equipped by hotkeys.
Most notably, weapons/picks/amplifiers/... - it makes some actions slower and less convenient than they should be.

In ideal world I would even like a macro which both sets actions bar for weapon and equips it. Or at least it's nice to have keyboard shortcuts to switch weapons, etc to do it a bit faster and in more convenient ways. It's really nice how shortcut bar switcing works. So it's good to have something similar for weapons as well.

History