

## Ryzom - Feature # 1500

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	Nixus	<b>Category:</b>	
<b>Created:</b>	10/07/2012	<b>Assignee:</b>	
<b>Updated:</b>	10/07/2012	<b>Due date:</b>	
<b>Subject:</b>	Feature request: ability to equip items on hotkey (or upon shortcut bar activation).		
<b>Description</b>			
<p>One quite 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.</p> <p>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 switching works. So it's good to have something similar for weapons as well.</p>			

### History

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