

## iConomy - Feature #5708

### Physical Shops

2010-11-04 10:17 AM - Nijiko Yonskai

<b>Status:</b> Assigned	<b>Start date:</b> 2010-11-02
<b>Priority:</b> High	<b>Due date:</b>
<b>Assignee:</b> Michelle Sleeper	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Sprint/Milestone:</b>	
<b>Description</b>	

### History

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#### #1 - 2010-11-05 11:21 AM - Michelle Sleeper

Reposting from the hMod forums:

As of last night, I have them in a very basic "working" condition. I quote "working" because there are definitely some kinks in them and they're far from a final release state. I have a laundry list of to-dos, bugs and exploits even at this stage, so I'm trying to make them as functional as I can before we try and integrate them into iConomy. The biggest part - transferring items from one chest to another, or to a player who is on the other side of the map - is working great though.

I dare not give an ETA, but chest stores are in a semi-working state and it won't be very long until they're fully functional.