ISXEVE - Feature - New #1203

Scan probe support

2014-10-01 06:16 PM - aj2k88@gmail.com

Status:	New	**Start date:**	2014-10-01
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Currently, the only method of interacting with anomalies is through scan probes.

These are used by equiping the launcher, launching them in space, then "triangulating anomaly locations" by successive scans/repositionings.

- The interface involves moving probes in XYZ space using standard 3d modeling controls, then telling them to warp to that location, selecting a scan range and then hitting "scan", followed by scan results.

- Most of the complexity involves selecting the various parameters through the graphical interface. The actual commands are more likely to be :WarpTo(X,Y,Z) and Scan(scanRange) for each probe, and "return to bay" for all probes. I'm not sure how the results are represented, though.

History

#1 - 2023-11-22 07:14 PM - NostraThomas

Here's a video that shows exactly how this process works:
https://www.youtube.com/watch?v=VRNoyPMBcKU

Here's an psuedocode example script for logic on how a bot that utilizes this might work:

```
{
ProbeScannerWindow:LaunchProbes

ProbeScannerWindow:SetFormation[PinPoint]

ProbeScannerWindow:Scan

Wait 10 ;The probe scan takes a few seconds

var results = ProbeScannerWindow:GetAnomalies

foreach (var result in results)
{
if (result.Coordinates.X > 0) ; Or some other way to detect that the anomaly has been fully scanned down
scannedResults.Add(result)
}

ProbeScannerWindow:RecallProbes
}
```

#2 - 2023-11-22 07:18 PM - NostraThomas

Much better logic example from Noobbotter:

1. Get current position of signature
2. Position probes around it using XYZ.
2.5. Reduce Probe distance if this is a repeat.

3. Run Scan.
4. Get scan resolution % of signature
5. if == 100, warp to. else goto 1.