ISXEVE - Bug #1314

IsWarpScramblingMe always returning FALSE

2014-12-11 06:36 PM - flibbidy

Status:	Resolved
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	

Description

using an index of ship entities with the same iterator, IsWarpScramblingMe always returns FALSE while other members (IsTargetingMe, IsFleetMember, etc) are working as intended

History

#1 - 2017-09-02 09:05 AM - flibbidy

using the EVE_QueryEntities.iss testcases script that come with evebot, if a warp disrupting module (Warp Disruptor I) is being used on you, IsWarpScramblingMe will return TRUE. however, if a warp scrambling module (Warp Scrambler I) is being used on you, IsWarpScramblingMe will return FALSE

#2 - 2018-05-06 09:44 PM - Amadeus

- Status changed from New to Resolved

May 6, 2018
[20180502.0005]
* Created new Knowledgebase Article: "Accessing Jammers/Jams (electronic warfare) and Attackers"
  - https://forge.isxgames.com/projects/isxeve/knowledgebase/articles/64
* Went through all of the code involving "Jammers", etc. It should be more reliable now.
* **Fixed the "IsWarpScramblingMe" MEMBER of the 'entity' datatype so that it returns TRUE**
  if the entity is using *either* a warp disrupter or a warp scrambler on you.
* Added new MEMBER to the 'entity' datatype:
  1. IsJammingMe   (bool)
  [Returns TRUE if the entity is using any type of "jamming" on your character. If you need
   specific information, see the Knowledgebase article mentioned above.]