

ISXEVE - Bug #1314

IsWarpScramblingMe always returning FALSE

2014-12-11 06:36 PM - flibbidy

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|---|----------|
| 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.]