

ISXEVE - Feature - New #1681

Citadel Support

2016-07-29 10:05 AM - WildGear

Status:	Resolved	Start date:	2016-07-29
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

State of Citadels, Currently unsupported. This is a request to have all the same feature as stations due.

Methods

- GetHangarItems<MW_SINGLEBRACKET><index:item></MW_SINGLEBRACKET>
- GetHangarShips<MW_SINGLEBRACKET><index:item></MW_SINGLEBRACKET>
- GetCorpHangarItems<MW_SINGLEBRACKET><index:item></MW_SINGLEBRACKET>
- GetCorpHangarShips<MW_SINGLEBRACKET><index:item></MW_SINGLEBRACKET>
- AddWaypoint
- ClearWaypoint
- SetDestination

Notes

The following MEMBERS/METHODS of the 'station' datatype will only work if you're currently in a station (and will only acquire/manipulate data from within said station):

GetCorpHangarItems/DoGetCorpHangarItems
GetHangarItems/DoGetHangarItems
GetHangarShips/DoGetHangarShips
OpenCorpHangar
StackAllHangarItems

History

#1 - 2016-08-05 09:20 PM - WildGear

After a bit of testing, evebot is able to dock with citadels, but is unable to undock. I have not tested cargo yet

#2 - 2016-09-15 04:04 PM - bjcasey

Could this get looked into? They have become a pretty accessible part of the game in all regions of space.

#3 - 2016-11-25 06:13 PM - Amadeus

- Status changed from New to In Progress

This is in progress; however, due to how citadels are treated similarly to stations (but not exactly like stations), I have to adjust everything individually and ensure that I don't break anything that is already working. (For the record, inventory stuff in ISXEVE is very complex.)

Here are the patch notes from today:

November 25, 2016

[20161124.0001]

* The "InStation" MEMBER of the 'character' datatype will now return TRUE if inside a structure/citadel

* If inside a structure/citadel, the "StationID" MEMBER of the 'character' datatype will now return its ID.

- * The "StationID" MEMBER of the 'character' datatype now returns an int64 datatype object
- * The "Station" MEMBER of the 'character' datatype will now return a valid station object when inside a structure/citadel
- * All MEMBERS of the 'station' datatype will now work for structures/citadels (methods will be added later).

#4 - 2016-11-25 06:14 PM - Amadeus

Also, someone mentioned undocking. You can undock from citadels just like you do from stations: EVE:Execute[CmdExitStation]

#5 - 2017-07-24 04:57 PM - Amadeus

- *Status changed from In Progress to Resolved*