

## ISXEVE - Bug #1927

### entity:Open Error

2017-06-25 01:04 PM - bjcasey

<b>Status:</b>	Resolved
<b>Priority:</b>	Urgent
<b>Assignee:</b>	
<b>Category:</b>	broken feature(s)
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	

#### Description

Using a hulk, I'm trying to open the fleet hangar of an Occator fleet member while in space. The Occator is allowing fleet and corpmates access to the fleet hangar.

Command: Entity[OccatorEntityID]:Open

Returns: ISXEVE: entity:Open Error attempting to open ship entity (no fleet hangars): 6:'Ship'

That same command will open the fleet hangar of an Orca.

#### History

#1 - 2017-06-25 07:37 PM - CyberTech

- Status changed from New to Resolved

Fixed in test build, will be in 20170620.0002 or higher.