

ISXEVE - Feature - New #1993

Carriers - Fighter Management

2017-09-10 03:52 AM - rosudrag

Status:	New	Start date:	2017-09-10
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

**Description**

Fighters in EVE used to behave like drones for a good while so they were `drones` under the hood. This changed a while back now:

- carriers have a Fighter bay to replace the Drone Bay
- The fighter bay has loading bays into which you can groups of fighters: 3 groups for carriers and 5 groups for super carriers
- carriers can launch all fighters
- carriers can recall fighters
- fighters have to `refuel` their ammo while sitting in fighter bay
- fighters can execute approach, orbit commands individually
- fighters have `modules`:
  - a primary weapon
  - a secondary weapon: missile that needs refueling every 12 charges
  - a prop mod: microwarp drive

This feature should implement:

- fighter bay management:
  - unloading fighters from a loading bay
  - loading fighters into a loading bay
  - total available m3 space
  - total left m3 space
  - information about the fighters
- Carrier management:
  - launch all fighters
  - recall all fighters
- Fighter management(per fighter group):
  - approach target
  - orbit target
  - use primary weapon
  - use secondary weapon
  - use prop mod

History

#1 - 2019-01-02 07:39 PM - wanjizheng

This is a really useful function, without it I cannot build bot for carrier. Please add it.