

ISXEVE - Feature - Enhancement #2040

Mass Jettison Items

2017-12-31 08:01 PM - bjcasey

Status:	Implemented	Start date:	2017-12-31
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

[19:27]	bjcasey	Amadeus, CyberTech: Is there a nice way to jettison multiple items at once like a normal user would do? ie. A normal user would highlight all of the ore they want to jettison before jettisoning it. I've only ever been able to jettison 1 stack of something, and then open the newly formed container and transfer to the container. That's not a nice way of doing things.
[20:55]	CyberTech	bjcasey: Item.Jettison takes a single item right now, but the jettison function can take a list of itemids, so we can put it in MyShip.Jettison so you can jettison multiple idemids
[20:56]	bjcasey	that would be great.
[20:57]	bjcasey	Is that a lot of work?
[20:57]	CyberTech	no, it's very minor, and yes, would take an index of item IDs, not types
[20:57]	bjcasey	I'm only asking because it would make what I'm doing right now much easier. But if it's going to take a while to implement, I'll just keep doing it the long way.
[20:57]	CyberTech	or index of items
[20:58]	bjcasey	oh right, i meant item ids
[20:58]	bjcasey	I'll forge request it now.
[20:58]	CyberTech	it's identical to item.jettison except we have to turn the list into a python list first.
[20:58]	CyberTech	i think the best place for it is MyShip.Jettison
[20:58]	bjcasey	would just make it look more human like
[20:58]	bjcasey	i know when i'm playing, i don't jettison just a single stack
[20:58]	CyberTech	as a method, tho

History

#1 - 2018-03-18 06:32 PM - Amadeus

- Status changed from New to Implemented

March 18, 2018

[20180306.0004]

* Added new METHOD to the 'ship' datatype: "Jettison". This method takes one argument, either index:item or index:int64