

ISXEVE - Bug #2066

Citadel Item Hangar is

2018-03-16 06:47 PM - bobbyjayblack

Status:	Resolved
Priority:	High
Assignee:	
Category:	broken feature(s)
Target version:	
vbulletin_issue_id:	
Description	
<p>When running the below code, I receive the error message, "You don't seem to have the right keys for the ship's ignition switch. Perhaps you left them in your other jacket?"</p>	
<pre>function main() { call MoveShipCargoHoldToItemHangar } function MoveShipCargoHoldToItemHangar() { if !\${Me.InStation} { echo Not InStation return } MyShip:Open wait 30 variable index:item MyCargo variable int i = 1 MyShip:GetCargo[MyCargo] ;do ;{ echo Moving \${MyCargo.Get[\${i}].Name} to Hangar MyCargo.Get[\${i}]:MoveTo[MyStationHangar] ; wait 30 ;} ;while \${i:Inc} <= \${MyCargo.Used} }</pre>	

History

#1 - 2018-03-16 07:33 PM - bobbyjayblack

I ran https://github.com/CyberTech/EVEBot/blob/master/Testcases/ISXEVE/EVEWindow_Inventory.iss and it printed several Inventory windows. It also activated the Structure Item Hangar window, which is the one that would be used to move items to.

Making Active:

```
--| 4. Name: 'StructureShipHangar'
----| HasCapacity: FALSE
----| LocationFlag: Folder1
----| LocationFlagID: 4
----| IsInRange: TRUE
----| ItemID: [Valid number but removed for account safety]
```

#2 - 2018-03-16 07:37 PM - bobbyjayblack

When executing:

```
MyCargo.Get[1]:MoveTo[VALID_HANGAR_ID_REMOVED_FOR_ACCOUNT_SAFETY]
```

I received the original post error, "You don't seem to have the right keys for the ship's ignition switch. Perhaps you left them in your other jacket?"

#3 - 2018-03-16 07:39 PM - bobbyjayblack

Sorry, posted the wrong window infow above:

Making Active:

```
--| 5. Name: 'StructureItemHangar'  
-----| HasCapacity: FALSE  
-----| LocationFlag: Folder1  
-----| LocationFlagID: 4  
-----| IsInRange: TRUE  
-----| ItemID: [VALID_ID_REMOVED_FOR_ACCOUNT_SAFETY]
```

Still generates same error.

#4 - 2018-03-16 09:19 PM - bobbyjayblack

Here is a name of an open Structure in high sec. Simply search for it using People and Places. Set Destination to the 1 result, travel to it and dock.

Perimeter - IChooseYou Tatara Max Reprocess

#5 - 2018-03-18 05:07 PM - Amadeus

- *Status changed from New to Resolved*

This should be fixed in 20180306.0002.

Please note that you must use "MyStationHangar" as the first argument for MoveTo. The ID# argument is only used for when specifying an ENTITY_ID# (i.e., when moving items to a cargo container, etc.) I know the documentation isn't clear on this and it needs to be updated.

But anyway, using something like MyCargo.Get[{}]:MoveTo[MyStationHangar] should work now.