

ISXEVE - Feature - New #2077

Approach point in space

2018-04-15 11:47 AM - Funky

Status:	Implemented	Start date:	2018-04-15
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

You are able to approach a point in space by the following:

1. Hold down the approach key
2. Drag mouse away from the ship to select distance and direction then click to confirm (You can let go of the approach key after confirming)
3. Move mouse again to select angle away from the horizontal plane
4. Click mouse to start approaching that point in space

History

#1 - 2018-04-21 10:07 PM - Amadeus

Let's imagine for a moment that you could magically create this feature ...what would be the syntax? In other words, I cannot figure out how a person would script this, even if it were possible and implimented. Everything you've discribed deals with the game UI Window and clicking around in it ...how would a script have any frame of reference to such an abstract thing?

Perhaps if you provided the reason for wanting this particular feature it might be possible to come up with something. But, I'm not sure how scripting something like this is beneficial?

#2 - 2018-04-28 08:58 PM - Amadeus

- Status changed from New to Implemented

There is already a member of the 'ship' datatype: "Approach[X,Y,Z]" So, you can do something like `MyShip:Approach[234.2, 2355.21, 232.5]`

Files

picture248-1.png	939 KB	2018-04-15	Funky
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