ISXEVE - Bug #2079

PlaceBuyOrder stop working

2018-04-20 02:32 PM - wanjizheng

Status:	Resolved	
Priority:	Urgent	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		

Description

Tested with both C# and run "EVE:PlaceBuyOrder[\${Me.StationID}, 34, 0.01, 1, 1, 1, 90]" directly from the console. Nothing happened. Tryed to replace \${Me.StationID} to 60003760 which is the Jita station ID, but still doesn't work.

History

#1 - 2018-04-21 09:49 PM - Amadeus

- Status changed from New to Resolved

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April 21, 2018
[20180417.0003]
* Removed the "PlaceBuyOrder" METHOD of the 'eve' datatype
* Added new datatype: "EVEUILabel"
 Added new MEMBER to the 'EVEUILabel' datatype:
 1. Text (string)
* Added new datatype: "EVEUISingleLineEdit"
* Added new MEMBER to the 'EVEUISingleLineEdit' datatype:
                  (string)
* Added new METHOD to the 'EVEUISingleLineEdit' datatype:
 2. SetValue["value"]
* Added new datatype: "EVEUICombo"
* Added new MEMBERS to the 'EVEUICombo' datatype:
  1. Index
                  (string)
  2. Key
                  (string)
             (string)
  3. Value
* Added new METHODS to the 'EVEUICombo' datatype:

    SelectByIndex[#]

  2. SelectByValue[#]
  3. SelectByLabel["label"]
* Added new datatype: "EVEMarketActionWindow"
* Added new MEMBERS to the 'EVEMarketActionWindow' datatype:
  1. BidPrice
                                   (EVEUISingleLineEdit)
  2. BidPricePercentageComparison (EVEUILabel)

    RegionalAverage

                                  (double)
  4. BestRegional
                                  (EVEUILabel)
  5. BestMatchable
                                   (EVEUILabel)
  6. Quantity
                                   (EVEUISingleLineEdit)
                                  (EVEUISingleLineEdit)
  7. OuantityMin
  8. Duration
                                  (EVEUICombo)
  9. Range
                                   (EVEUICombo)
  10. Fee
                                   (EVEUISingleLineEdit)
  11. Total
                                   (EVEUILabel)
  12. IsReady
                                   (bool)
* Added new METHODS to the 'EVEMarketActionWindow"
  1. Buy
  2. Cancel
* Added new METHOD to the 'eve' datatype:
  1. CreateMarketBuyOrder[ItemTypeID#]
* Added new Knowledgebase Article, "Creating a Buy Order and Accessing/Modifying EVEMarketActionWindow Data"
```

http://forge.isxgames.com/projects/isxeve/knowledgebase/articles/63

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