

ISXEVE - Bug #2120

Market Order function is broken

2019-11-23 09:43 AM - wanjizheng

Status: Accepted	
Priority: Urgent	
Assignee:	
Category: broken feature(s)	
Target version:	
vbulletin_issue_id:	
Description	
<p>Hi, it seems that the marketorder function is broken. The following C# code worked fine before I AFK about 6 months ago. Back to then I have used the same ISXEVE .NET wrapper as you updated on 28 Sep. Now it can't retrieve any orders. I also tried the script ("My Order") on the below website, but it doesn't work either:</p> <p>https://www.isxgames.com/f/threads/howto-market-interaction.1932/#post-11949</p> <pre>FrameLockManager myFLM = new FrameLockManager(); List<MyOrder> myList_MyOrders; myFLM.Lock(); #region FrameLock Extension myExt = new Extension(); myExt.Me.UpdateMyOrders(); myExt.EVE().ClearMarketOrderCache(); #endregion myFLM.Unlock(); myList_MyOrders = null; do { Thread.Sleep(1000); myFLM.Lock(); #region FrameLock myList_MyOrders = myExt.Me.GetMyOrders(); #endregion myFLM.Unlock(); } while (myList_MyOrders == null);</pre>	
Subtasks:	
Bug # 2130: GetMyOrders and GetMarketOrders not working	Duplicate

History

#1 - 2019-11-23 01:59 PM - wanjizheng

Run the below Lavishscript:

```
function main()
{
    variable int i = 1
    variable index:myorder Orders
    variable int OrdersCount

    echo "Updating/Fetching My Orders..."
    Me.UpdateMyOrders
    wait 10
```

```
OrdersCount:Set[Me.GetMyOrders[Orders]]
echo Populating Orders List:: ${OrdersCount} items total
}
```

Then return the following message:

```
Updating/Fetching My Orders...
Error:No such 'character' member 'GetMyOrders' @Me.GetMyOrders[Orders]
Populating Orders List:: 0 items total
```

#2 - 2020-04-28 10:48 PM - CyberTech

- *Category set to broken feature(s)*
- *Status changed from New to Accepted*