

ISXEVE - Bug #2120

Market Order function is broken

2019-11-23 09:43 AM - wanjizheng

<div>Status:Accepted</div> <div>Priority:Urgent</div> <div>Assignee:</div> <div>Category:broken feature(s)</div> <div>Target version:</div> <div>vbulletin_issue_id:</div>	
<div>Description</div> <div>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:</div> <div><a href="https://www.isxgames.com/f/threads/howto-market-interaction.1932/#post-11949">https://www.isxgames.com/f/threads/howto-market-interaction.1932/#post-11949</a></div> <div><pre>FrameLockManager myFLM = new FrameLockManager(); List&lt;MyOrder&gt; 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></div>	
<div>Subtasks:</div> <div>Bug # 2130: GetMyOrders and GetMarketOrders not working</div> <div>Duplicate</div>	

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*

## **#3 - 2024-04-09 05:37 PM - HeroXx**

Is this likely to ever be fixed? Pretty core to what I was trying to build.