

ISXEVE - Feature - New #2211

Ability to repair modules damaged by overheating.

2022-07-04 11:36 AM - Elusif

Status:	Implemented	Start date:	2022-07-04
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description Be in space Overload a module until it becomes damaged Right click the module Repair option is present in menu This will fail if the module is currently active This will do nothing if you have no nanite repair paste			

History

#1 - 2023-03-24 08:50 PM - flibbidy

Elusif wrote:

Be in space
Overload a module until it becomes damaged
Right click the module
Repair option is present in menu
This will fail if the module is currently active
This will do nothing if you have no nanite repair paste

my current workaround for anyone else wondering how to repair modules: the 'repair all' option is available on any module if you have a module damaged. i just simulate a right-click on the center of highslot 1 (i always have a module there) and simulate a left click on repair all.

#2 - 2023-04-28 07:56 PM - Amadeus

- Status changed from New to Implemented
- Assignee set to Amadeus

April 28, 2023
[20230426.0002]
* Added new METHODS to the 'module' datatype:
1. Repair
2. CancelRepair