

ISXEVE - Feature - New #2236

New Drone Action - Salvage , and possibly more.

2023-08-02 11:36 AM - Elusif

Status:	New	Start date:	2023-08-02
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
<p>Right now, there is a contextual hotkey, default keybind is the letter f. That will cause a drone to engage a target or if it is of the salvaging drone variety cause it to salvage (if you have no active target) or salvage a specific target (if it is a valid target[a wreck]), or if it is a mining drone it will mine your target etc.</p> <p>I would like to be able to invoke the command the keybind triggers through isxeve without just emulating a keystroke.</p> <p>If that proves untenable, I would like at the very least to be able to access the Salvage command for Salvage Drones.</p> <p>Jump in a ship, any ship with a 5m3 drone bay, also you should have the skill to use a salvage drone. Launch the salvage drone, right click on it, there is a "Salvage" command. I want that.</p>			