

## ISXEVE - Bug #2238

### HasOreHold returns False even if your ship has a mining ore hold

2023-08-15 04:10 PM - jsmb768ypl

<b>Status:</b>	New
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>The HasOreHold Member of Ship entity always returns false even if your ship has an Mining ore hold.</p> <p>To test you would just need to be in a ship with a mining hold, a simple venture has a mining hold of 5k m3.</p> <p>You can then type</p> <p>echo \${MyShip.HasOreHold} and it will return false but it should return true.</p> <p>This same function is in the ISXEVEWrapper and does the same thing.</p>	

#### History

##### #1 - 2023-10-30 07:34 AM - Teht

jsmb768ypl wrote:

The HasOreHold Member of Ship entity always returns false even if your ship has an Mining ore hold.

To test you would just need to be in a ship with a mining hold, a simple venture has a mining hold of 5k m3.

You can then type

echo \${MyShip.HasOreHold} and it will return false but it should return true.

This same function is in the ISXEVEWrapper and does the same thing.

There is a workaround for this now, so imo MyShip.HasOreHold should be deprecated. The below statement should evaluate to true if there's an ore hold.

```
#{EVEWindow[Inventory].ChildWindow[MyShip.ID], ShipOreHold}(exists)}
```

##### #2 - 2024-03-26 11:29 PM - scire

Both options here are not working the first one will always be false and the other one will only ever return NULL even if in a ship with a Mining Hold.

##### #3 - 2024-03-27 09:03 AM - jsmb768ypl

scire wrote:

Both options here are not working the first one will always be false and the other one will only ever return NULL even if in a ship with a Mining Hold.

```
Try #{EVEWindow[Inventory].ChildWindow[MyShip.ID], ShipGeneralMiningHold}(exists)}
```