

# ISXEVE - Bug #2252

## GetHangarShips: .Name returns .Type instead

2023-11-16 03:24 AM - Crazy

<b>Status:</b>	New
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	

### Description

When iterating over the index:item of GetHangarShips it is not possible to get the ships name. .Name will always return the ships type instead.

If you for example try to run missions, with special fit ships for each mission, you cannot clearly determine the ship you actually want.

Test Code (have two ships of the same type in your hangar, but give them different names):

```
method AddShipToHangar(Type ship, string TypeName)
{
    variable index:item HangarShips
    variable item:Ship HangarShips[0]
    variable shipType
    variable shipName

    if (shipType == "Ship")
    {
        HangarShips:Add(Ship)
        HangarShips[0].Name = shipName
    }
    else
    {
        HangarShips:Add(Ship)
        HangarShips[0].Name = shipName
    }
}

This Logfile contains information about the execution of the script. It is located in the folder %AppData%\Squad\Game\Logs\ and is named %ScriptName%.log
```

Reference: Value/Reference

Value

1

Value/Reference: Value/Reference Type (Reference Value Name)

2

Value/Reference: Reference

3

Value

4

The Logic/Value seems to not have any logic/Value that can happen here

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