

## ISXEVE - Bug #2256

### EVE:DronesEngageMyTarget[] no longer works

2023-11-30 06:46 PM - NostraThomas

<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 method EVE:DronesEngageMyTarget no longer works. It used to cause any active drones in space to attack the currently active target, similar to EVE:Execute[CmdDronesEngage](which still works).</p> <p>To reproduce, get in a ship that has a Drone Bay, stock the bay with any kind of combat drone, and fly to any asteroid belt in any system (All belts will spawn NPC pirates, but they might not always be there initially).</p> <p>Launch drones from the drone window (Or use MyShip:LaunchAllDrones), lock the NPC target, and run the following script:</p> <pre>function main() {     variable index:activedrone ActiveDrones     variable index:int64 DronesToEngage     variable iterator Droneliterator     variable int Selected = 0      ; Determine if our drones are already engaging the target     Me:GetActiveDrones[ActiveDrones]     ActiveDrones:Collapse     ActiveDrones:GetIterator[Droneliterator]     if \${Droneliterator:First(exists)}     {         do         {             DronesToEngage:Insert[\${Droneliterator.Value.ID}]         }         while \${Droneliterator:Next(exists)}     }      ; NOTE: THIS METHOD USED TO WORK. NOW IT SEEMS LIKE NOTHING HAPPENS     EVE:DronesEngageMyTarget[DronesToEngage] } </pre>	
<p>The intended affect is the drones will engage your locked target, however nothing will happen</p>	

#### History

##### #1 - 2023-11-30 06:49 PM - NostraThomas

It should be noted that a workaround for this is to use ActiveDrone.ToEntity:EngageMyTarget. As long as this method still works it's possible to engage individual drones on the active target.