

## ISXEVE - HOWTO: The Repair Shop

```
function main()
{
    variable index:item RepairableItems
    variable iterator RepairableItemsIterator
    variable int Counter = 0

    .....
    ;; EXAMPLE 1: Get Repair Quote for current ship and display information
    .....
    .....

    if (!$EVEWindow[RepairShop](exists))
    {
        MyShip.ToItem:GetRepairQuote
        do
        {
            waitframe
        }
        while !$EVEWindow[RepairShop](exists)
        wait 15
    }

    echo "Average Damage:      ${EVEWindow[RepairShop].AverageDamage}%"
    echo "Total Repair Cost:   ${EVEWindow[RepairShop].TotalCost} ISK"

    .....
    .....
    ;; EXAMPLE 2: To "RepairAll" when a repair quote window is already open
    .....
    .....
    if (${EVEWindow[RepairShop].TotalCost} > 0)
    {
        EVEWindow[RepairShop]:RepairAll
        ;; You may way to utilize a fancy routine for 'waiting' until the modal window is open; however,
        ;; for simplicity, this example is just waiting 2 seconds
        wait 20

        if (${EVEWindow[byName,"Set Quantity"]}(exists))
            EVEWindow[byName,"Set Quantity"]:ClickButtonOK
        else
            EVEWindow[byName,"modal"]:ClickButtonYes

        EVEWindow[RepairShop]:Close
    }
    ;; NOTE: If you try to "RepairAll" when ${EVEWindow[RepairShop].TotalCost} < 1, you will get strange results.

    ..
    ;;
    .....
    .....

    .....
    .....
    ;; EXAMPLE 3: Acquire a list of all repairable items (Informative)
    .....
    .....

    Me.Station:GetRepairableItems[RepairableItems]
    echo "RepairableItems: Used: ${RepairableItems.Used}"

    RepairableItems:GetIterator[RepairableItemsIterator]

    if ${RepairableItemsIterator:First}(exists)
    do
    {
        echo "ID:          ${RepairableItemsIterator.Value.ID}"
    }
}
```

```
echo "Name:      ${RepairableItemsIterator.Value.Name} (${RepairableItemsIterator.Value.Type})"
echo "=====
Counter:Inc

}
while ${RepairableItemsIterator:Next(exists)}

;;
.....
}
```