

## ISXEVE - HOWTO: Fitting Window Interaction

```
function main()
{
    variable index:fittingSlot FittingSlots
    variable iterator FittingSlotsIterator
    variable int Counter = 0

    if (!$EVEWindow[Fitting](exists))
    {
        Me.Station:OpenFitting
        do
        {
            waitframe
        }
        while !$EVEWindow[Fitting](exists)
        wait 20
    }

    echo "Current CPU Usage:    ${EVEWindow[Fitting].CPU}%"
    echo "Current Power Usage:   ${EVEWindow[Fitting].Power}%"
    echo "Current Calibration Usage: ${EVEWindow[Fitting].Calibration}%"

    EVEWindow[Fitting]:GetSlots[FittingSlots]
    echo "FittingSlots: Used: ${FittingSlots.Used}"

    FittingSlots:GetIterator[FittingSlotsIterator]

    if ${FittingSlotsIterator:First}(exists)
    do
    {
        echo "ID:            ${FittingSlotsIterator.Value.ID}"
        echo "Name:         ${FittingSlotsIterator.Value.Name}"
        echo "IsEmpty:       ${FittingSlotsIterator.Value.IsEmpty}"
        if (!$FittingSlotsIterator.Value.IsEmpty)
        {
            echo "IsOnline:      ${FittingSlotsIterator.Value.IsOnline}"
            echo "ContainsCharge: ${FittingSlotsIterator.Value.ContainsCharge}"
            echo "Module:        ${FittingSlotsIterator.Value.Module} ${FittingSlotsIterator.Value.Module.ToItem.Name}"
        }

        echo "=====
Counter:Inc

        .....
        ;;;;;;;;;
        ;; NOTES:
        ;;
        ;; 1. To Unfit a charge from a module: FittingSlotsIterator.Value:UnfitCharge
        ;; 2. To Unfit a module: FittingSlotsIterator.Value:Unfit
        ;; 3. To put a module online: FittingSlotsIterator.Value:PutOnline
        ;; 4. To put a module offline: FittingSlotsIterator.Value:PutOffline
        ;; (For putting modules off/online, ISXEVE will make sure you don't call one you shouldn't; however, best practice would
        ;; be to check ${FittingSlotsIterator.Value.IsOnline} and then call the one that is appropriate...rather than guessing
        ;;
        ;;
    }
    while ${FittingSlotsIterator:Next}(exists)
}

.....
;::::::::::::::::::::::::::
;; Additional Notes:
;;
;;
;; 1. To strip all modules from a ship: MyShip:StripFitting
;; 2. Please note that the 'item' datatype already has a method "FitToActiveShip"
```