ISXEVE - Accessing Jammers/Jams (electronic warfare) and Attackers

```
function main()
{
    variable index:attack Attacks
    variable index:attacker Attackers
    variable index:jammer Jammers
    variable index:string Jams
    variable int Counter
    variable int Counter2
    variable iterator _jam_
    variable iterator _attack_
    variable iterator _attacker_
    variable iterator _jammer_

    echo "----------------------------------------------------------------"
    echo "Testing Jammers...."
    Me:GetJammers[Jammers]
    echo "Jammers index initialized ... ${Jammers.Used} Jammer(s) found."
    Jammers:GetIterator[_jammer_]
    Counter:Set[1]

    if ${_jammer_:First(exists)}
    {
        do
        {
            echo "Jammer ${Counter}: ${_jammer_.Value.ID}: ${_jammer_.Value.Name}
(${_jammer_.Value.Type})"

            _jammer_.Value:GetJams[Jams]
            Jams:GetIterator[_jam_]
            echo "- ${Jams.Used} jams on you."
            if ${_jam_:First(exists)}
            {
                Counter2:Set[1]
                do
                {
                    echo "-- #${Counter2}: '${_jam_.Value}'"
                    Counter2:Inc
                }
                while ${_jam_:Next(exists)}
            }
            Counter:Inc
        }
        while ${_jammer_:Next(exists)}
    }

    echo "----"
    echo "Testing Attackers...."
    Me:GetAttackers[Attackers]
    echo "Attackers index initialized ... ${Attackers.Used} Attackers found."
    Attackers:GetIterator[_attacker_]
    Counter:Set[1]

    if ${_attacker_:First(exists)}
    {
        do
        {
            echo "Attacker ${Counter}: ${_attacker_.Value.ID}: ${_attacker_.Value.Name}
(${_attacker_.Value.Type})"
            echo " -- IsCurrentlyAttacking: ${_attacker_.Value.IsCurrentlyAttacking}"

            _attacker_.Value:GetAttacks[Attacks]
            echo " -- Attacks: ${Attacks.Used}"
            Attacks:GetIterator[_attack_]
            Counter2:Set[1]
```

```
            if ${_attack_:First(exists)}
            {
                do
                {
                    echo "  --- Attack ${Counter2}: '${_attack_.Value.Name}'"
                    echo "  ----- TimeStarted: ${_attack_.Value.TimeStarted}"
                    Counter2:Inc
                }
                while ${_attack_:Next(exists)}
            }
            Counter:Inc
        }
        while ${_attacker_:Next(exists)}
    }

    echo "------------------------------------------------------------------"
}
```