

ISXEVE - Feature - New #1194

Method: Fleet:ExemptFleetWarp

2014-09-29 03:53 PM - MSMage

Status:	Implemented	Start date:	2014-09-29
Priority:	Low	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Crius added the ability to flag yourself as exempt from Fleet Warp. Please add this feature to Fleet.			

History

#1 - 2014-10-04 09:27 PM - Amadeus

- Status changed from New to Feedback Required
- Assignee set to Amadeus
- Priority changed from Normal to Low

What exactly does the menu option say? (and/or give me some screenshots or detailed text on what you do to accomplish this since I don't really have a fleet to test with.)

#2 - 2014-10-07 06:57 PM - MSMage

<http://gyazo.com/30149089bd21008dd914237a96d0a4d4>

This shows the menu option. All the menu option does is make you exempt from fleet warps (including, ironically, ones you initiate).

#3 - 2014-10-07 06:58 PM - CyberTech

30149089bd21008dd914237a96d0a4d4.png

#4 - 2014-10-07 07:09 PM - Amadeus

- Status changed from Feedback Required to In Progress

#5 - 2014-10-12 09:49 AM - Amadeus

- Status changed from In Progress to Implemented

ISXEVE cannot currently give you information on whether you're currently ignoring fleet warps or not, so the script will have to keep track of it; however, there are the methods to set yourself to ignoring or not ignoring fleet warps:

```
October 12, 2014
[ISXEVE-20141001.0013]
* Datatype: 'fleet'
New Methods
  1. SetIgnoreFleetWarp
  2. SetTakesFleetWarp
```