

ISXEVE - Feature - New #1196

Self destruct

2014-09-29 03:56 PM - MSMage

Status:	Implemented	Start date:	2014-09-29
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Please add a function to allow a pilot to trigger self destruct of their current ship			

History

#1 - 2014-09-29 04:10 PM - CyberTech

- Status changed from New to Duplicate

This was implemented several years back :)

#2 - 2014-09-29 04:21 PM - CyberTech

- Status changed from Duplicate to New

No it wasn't! reopening.

#3 - 2014-10-04 09:20 PM - Amadeus

- Status changed from New to Implemented

- Assignee set to Amadeus

```

October 4, 2014
[ISXEVE-20141001.0009]
* Datatype: 'ship'
New Method:
  1. SelfDestruct
**
** EXAMPLE:
**   MyShip:SelfDestruct
**   wait 50 ${EVEWindow[byName,modal] (exists)}
**   if (${EVEWindow[byName,modal].Text.Find("self-destruct your ship")})
**   {
**       EVEWindow[byName,modal]:ClickButtonYes
**       echo "Your ship will now self-destruct in 2 minutes!"
**   }
**
```