

ISXEVE - Feature - New #1197

Entity:Givelsk

2014-09-29 04:00 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 If possible please add something like Entity[entity]:Givelsk[amount]	

History

#1 - 2014-09-30 03:14 AM - Amadeus

- Status changed from New to Feedback Required

- Priority changed from Normal to Low

What would be the uses for this? In other words, what would be some of the things I could do to test it?

If the recipient would always be another player, it would probably be best to use something other than entity; however, if there are instances where you send isk to NPCs through some sort of UI/system, then I need to know when/how to do that because it's not something with which I've come in contact while playing the game so far.

#2 - 2014-10-01 06:38 AM - aj2k88@gmail.com

No, isk is only given to other players by right-clicking their row entry in a list view (either in a chat channel or through the people search) and selecting "Give ISK"

#3 - 2014-10-01 02:52 PM - Amadeus

- Status changed from Feedback Required to In Progress

#4 - 2014-10-01 06:16 PM - MSMage

Amadeus: Just for player interaction. Mainly creating a script or atom to dump all isk from my swarm to one character after I lose a fleet, to consolidate insurance payments for buying new fleets. Or consolidate mission rewards/bounties.

#5 - 2014-10-03 01:01 PM - Amadeus

- Status changed from In Progress to Feedback Required

Just to make sure I have this right. When you click on "Give Money" or "Give Isk" (which is it by the way?) ..you get another confirmation window, right?

#6 - 2014-10-04 09:22 PM - Amadeus

- Status changed from Feedback Required to Implemented

- Assignee set to Amadeus

```
October 4, 2014
[ISXEVE-20141001.0009]
* The 'pilot' datatype now inherits the 'being' datatype
* The 'character' datatype now inherits the 'pilot' datatype
* The 'fleetmember' datatype now inherits the 'pilot' datatype
++
++
* Datatype 'character'
Removed Member(s):
  1. ToPilot
Added Member(s):
  1. Contact[#] (being) [# = index from 1]
```

```
Contact[id, #] (being)
Contact[NAME] (being)
++
++
* Datatype 'fleetmember'
Deprecated Member(s) [to be removed soon!]
  1. ToPilot
++
++
* Datatype 'eve'
New Method:
  1. GetContacts[index:being]
  ~ This does EXACTLY the same thing as "GetBuddies" does currently. "GetBuddies" is
    now deprecated and should be removed.
++
++
* Datatype: 'being'
New Method:
  1. GiveMoney[Amount, Reason]
  (EXAMPLE: Me.Contact[Amadeus]:GiveMoney[1000000, "You're the best!"])
```