

## ISXEVE - Bug #1249

### Module.IsOnline always returns TRUE

2014-10-23 08:09 PM - Stealthy

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	Amadeus
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
Tested using: echo \${MyShip.Module[LoSlot0].IsOnline}	
Result: TRUE	
I manually put the module offline; it was very much offline. If it matters, the module is a Small Armor Repairer I	

### History

#### #1 - 2014-10-24 01:53 AM - Amadeus

- Status changed from New to Resolved

- Assignee set to Amadeus

Fixed in version 20141001.0032

#### #2 - 2014-10-24 02:03 AM - Amadeus

Although I didn't verify this, I believe that this fix will also either fix the following members of the 'module' datatype or else make them much more reliable/stable:

- IsGoingOnline
- IsBankSlave
- IsBankMaster

#### #3 - 2014-10-24 05:47 AM - Stealthy

I can confirm Module.IsOnline is fixed.