

ISXEVE - Bug #1250

Example script incorrect for usage of repair facilities & cannot accept confirmation modal

2014-10-23 08:33 PM - Stealthy

<div>Status:Resolved</div> <div>Priority:High</div> <div>Assignee:Amadeus</div> <div>Category:</div> <div>Target version:</div> <div>vbulletin_issue_id:</div>	
<div>Description</div> <div><p>This is in reference to the example script on issue: https://forge.isxgames.com/issues/1174</p><p>This is how the example script accepts the repair confirmation:</p><p>EVEWindow[byName,"modal"]:ClickButtonYes</p><p>This is incorrect - there is no modal window at this stage. This is the dump from the ISXEVE EVE_GetEVEWindows testcase for the modal that pops up, confirmed by closing the modal and testing again:</p><pre>LSTypeliterator: Members of datatype "evewindow", instance "TestIterator.Value" TestIterator.Value.Capacity == -1.000000 TestIterator.Value.Caption == Set Quantity TestIterator.Value.HTML == NULL TestIterator.Value.ItemID == -1 TestIterator.Value.Minimized == FALSE TestIterator.Value.Name == Set Quantity TestIterator.Value.Text == NULL TestIterator.Value.UsedCapacity == -1.000000 TestIterator.Value Iteration Time == 0.000000 seconds</pre><p>Additionally, there doesn't seem to be a way to successfully accept that modal window.</p><p>ClickButtonCancel, ClickButtonClose, ClickButtonNo, ClickButtonOK, and ClickButtonYes all close the window.</p><p>ClickButtonOK causes a brief flash / refresh of the "Pick New Item" and "Repair All" buttons on the Repairshop window but doesn't seem to actually trigger the repair - wallet balance is unchanged.</p><p>The "Set Quantity" dialog has "OK" and "Cancel" buttons, no X in the top right.</p></div>	

History

#1 - 2014-10-23 10:08 PM - Amadeus

- Status changed from New to In Progress
- Assignee set to Amadeus

It appears as though there is a difference in how the dialogs work when you have damage to modules (only) versus damage to your ship proper. I only tested with module damage thinking it would be the same. So, I'll have to test otherwise and make further updates.

#2 - 2014-10-24 01:07 AM - Amadeus

- File TestRepairShopWindow.iss added
- Status changed from In Progress to Resolved

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October 24, 2014
[ISXEVE-20141001.0031]
* Datatype 'evewindow'
~ Fixed the "ClickButtonOK" method to work with hybrid modal/traditional windows
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This release should fix the issue. I've updated the test script as well (attached).

Confirmed fixed.

Files

TestRepairShopWindow.iss	2.37 KB	2014-10-24	Amadeus
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