ISXEVE - Bug #1250

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

2014-10-23 08:33 PM - Stealthy

Status:	Resolved	
Priority:	High	
Assignee:	Amadeus	
Category:		
Target version:		
vbulletin_issue_id:		

Description

This is in reference to the example script on issue: https://forge.isxgames.com/issues/1174

This is how the example script accepts the repair confirmation:

EVEWindow[byName,"modal"]:ClickButtonYes

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:

```
  LSTypeIterator: 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
```

Additionally, there doesn't seem to be a way to successfully accept that modal window.

ClickButtonCancel, ClickButtonClose, ClickButtonNo, ClickButtonOK, and ClickButtonYes all close the window.

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.

The "Set Quantity" dialog has "OK" and "Cancel" buttons, no X in the top right.

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

```
October 24, 2014
[ISXEVE-20141001.0031]
* Datatype 'evewindow'
 ~ Fixed the "ClickButtonOK" method to work with hybrid modal/traditional windows
```

This release should fix the issue. I've updated the test script as well (attached).

#3 - 2014-10-24 05:50 AM - Stealthy

Confirmed fixed.

Files

TestRepairShopWindow.iss	2.37 KB	2014-10-24	Amadeus