

ISXEVE - Bug #1473

Module - .Charge Information Broken

2015-10-13 06:34 AM - bjcasey

Status:	Resolved
Priority:	High
Assignee:	
Category:	broken feature(s)
Target version:	
vbulletin_issue_id:	
Description	
<p>Trying to get my "optimal range" for my missile launcher. I'm using an 'Arbalest' Cruise Launcher I with Scourge Cruise Missiles. In-game description shows me as having a Max Flight Range of 105km. However, <code>MyShip.Module[Modules_Iter.Value].Charge.MaxFlightTime</code> is returning NULL. Everything charge related is returning NULL.</p> <p>I also tried: <code>Modules_Iter.Value.Charge.MaxFlightTime</code></p>	

History

#1 - 2015-10-14 12:01 PM - Amadeus

- Status changed from New to Resolved

Fixed in version 20150929.0011