

ISXEVE - Feature - New #1512

Agent Conversation HTML

2015-10-29 12:53 PM - bjcasey

Status:	Resolved	Start date:	2015-10-29
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

I need to read the text on the left side of the window. `#{EVEWindow[ByCaption, Agent Conversation].HTML}` returns NULL.

Text I Want: Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent. because it changes Declining a mission from this agent within the next 3 hours and 36 minutes will result in a loss of standing with this agent.

History

#1 - 2015-11-04 03:02 PM - bjcasey

- File `picture910-1.png` added

I circled the part that I need access to.

#2 - 2015-11-05 12:18 PM - Amadeus

- Status changed from *New* to *Resolved*

- Assignee set to *Amadeus*

November 5, 2015

[ISXEVE-20151103.0003]

* Added new datatype: 'eveagentdialogwindow' (inherits 'evewindow'). Any agent dialog window will now automatically

be assigned this type (e.g., `#{EVEWindow[ByCaption, Agent Conversation]}`)

* Datatype 'eveagentdialogwindow'

New Members:

1. BriefingHTML (string)
2. ObjectivesHTML (string)

Files

picture910-1.png	374 KB	2015-11-04	bjcasey
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