

ISXEVE - Feature - Enhancement #1583

Add Standing To Agent

2016-03-14 05:07 AM - camikaze

Status:	Implemented	Start date:	2016-03-14
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
<p>The current Member StandingTo returns the effective standing, which is the highest in the order Faction->Corp->Agent</p> <p>I need the personal standing to the Agent since once it goes below -2 the effective standing is ignored and the Agent does not give out any missions.</p> <p>Check the green circle in the Show Info window from the Agent in game, that s the standing I require.</p> <p>Thanks!</p> <p>standing.jpg</p>			

History

#1 - 2016-03-14 12:58 PM - Amadeus

- Status changed from New to Implemented

March 14, 2016

[ISXEVE-20160309.0004]

* The "StandingTo" MEMBER of the 'agent' datatype now provides the actual standing to the agent (rather than the *overall effective standing* to the agent)

* Datatype 'agent'

New Members:

1. StandingToCorp (float)
2. StandingToFaction (float)
3. EffectiveStanding (float)