

ISXEVE - Bug #1604

Unable to compute standings to pilots whilst in wormholes

2016-05-02 11:16 AM - rosudrag

Status: New	
Priority: Normal	
Assignee:	
Category: broken feature(s)	
Target version:	
vbulletin_issue_id:	
Description	
Hello,	
Using code such as this:	
<pre>private static void TestGetLocalGridEntities(Character me, EVE.ISXEVE.TopLevelObjects.EVE eve, ILogger logger) { //var entities = EntityRepository.GetLocalGridEntities(me, eve); var entities = eve.QueryEntities().Where(x => x.IsPc); foreach (var entity in entities) { logger.Log(entity.Name); logger.Log(entity.CharID.ToString()); logger.Log(entity.Corp.ID.ToString()); logger.Log(entity.AllianceID.ToString()); var standing = me.StandingTo(entity.CharID, entity.Corp.ID, entity.AllianceID); logger.Log(standing.AllianceToAlliance.ToString()); logger.Log(standing.AllianceToCorp.ToString()); logger.Log(standing.AllianceToPilot.ToString()); logger.Log(standing.CorpToAlliance.ToString()); logger.Log(standing.CorpToCorp.ToString()); logger.Log(standing.CorpToPilot.ToString()); logger.Log(standing.MeToAlliance.ToString()); logger.Log(standing.MeToCorp.ToString()); logger.Log(standing.MeToPilot.ToString()); } }</pre>	
Corp.Id is -1 and AllianceID is -1 always. Using .Owner.Corp.Id and .Owner.AllianceID produces same effect thus unable to calculate standings towards the nearby entities.	