

AstroBot - Bug #1999

Ship Fleet Hangar - Pinned Window (testing branch)

2017-09-24 08:41 AM - extremest

| | |
|----------------------------|----------|
| Status: | Resolved |
| Priority: | Normal |
| Assignee: | |
| Category: | |
| Target version: | |
| vbulletin_issue_id: | |

Description

The Ship Fleet Hangar window doesn't remain open correctly.

On bot load, all tracked windows are correctly opened, then the bot minimizes the main inventory window (if open) and closes the Ship Fleet Hangar window, leaving the other two open. I have tested manually changing the order in the xml of cargo windows and the issue follows the hold, not the order.

```
<Setting Name="DefinedCargoHoldLimit_1">Ship Cargo Hold | 95 | TRUE |</Setting>
```

```
<Setting Name="DefinedCargoHoldLimit_2">Ship Fleet Hangar | 95 | TRUE |</Setting>
```

```
<Setting Name="DefinedCargoHoldLimit_3">Ship Ore Hold | 95 | TRUE |</Setting>
```

History

#1 - 2017-09-24 08:59 AM - extremest

On undock - when back in space the Ship Fleet Hangar window opens correctly again.

#2 - 2017-09-25 03:19 PM - bjcasey

- Status changed from New to Resolved