

ISXEVE - Bug #2041

Capacity and UsedCapacity Members Broken

2017-12-31 10:36 PM - bjcasey

<b>Status:</b>	Resolved	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>		
<b>Target version:</b>		
<b>vbulletin_issue_id:</b>		
<b>Description</b>		
When trying to determine the amount of free space in a space container (Jetcan), the .Capacity and .UsedCapacity members are always returning -1.00000.		
To test:		
1) Jettison something into space.		
2) Open the container.		
3) echo \${EVEWindow[byCaption,"Cargo Container"].Capacity} -- \${EVEWindow[byCaption,"Cargo Container"].UsedCapacity}		

History

#1 - 2018-03-18 05:58 PM - Amadeus  
- Status changed from New to Resolved

Should be fixed in 20180306.0003