ISXEVE - Bug #2092

evewindow members (capacity and usedcapacity) returning -1

2018-08-20 12:25 PM - bjcasey

Status:	Implemented	
Priority:	High	
Assignee:	Amadeus	
Category:		
Target version:		
vbulletin_issue_id:		

Description

When using individual cargo windows, in space or in a station/citadel the following code is always returnning -1.

echo ${EVEWindow[byCaption,"Active ship"].Capacity}

I have tested the following and confirmed them to be working correctly:

echo ${EVEWindow[byCaption,"Ore Hold"].Capacity}
echo ${EVEWindow[byCaption,"Fleet Hangar"].Capacity}
echo ${EVEWindow[byCaption,"Cargo Container"].Capacity}

I do not know how long it has been broken, but the last entry in your changelog for evewindow was on:

```
March 18, 2018
[20180306.0003]
* Fixed the "Capacity" and "UsedCapacity" MEMBERS of the 'evewindow' when used with cargo containe
rs.
```

All ships have a cargo hold and when using the individual/separate window it has a caption of Active ship.

History

#1 - 2018-08-20 10:24 PM - Amadeus

I will need a few days to find time to look into this, but I will do my best to take care of it soon.

Until then, can you confirm that all of the other members/methods work for ${EVEWindow[byCaption,"Active ship"]... other than "Capacity" and "UsedCapacity"?

#2 - 2018-08-20 10:24 PM - Amadeus

- Status changed from New to Accepted

- Assignee set to Amadeus

- Priority changed from Normal to High

#3 - 2018-08-23 07:41 PM - bjcasey

I have tested and confirmed working the following members:
.Name
.Caption
.Minimized
.ItemID

I have tested and confirmed working the following methods:
:Close
:Minimize
:Maximize
:StackAll

The other members and methods don't really apply to that window.

#4 - 2018-08-23 10:48 PM - Amadeus

- Status changed from Accepted to Implemented

August 23, 2018
[20180823.0003]
* Fixed https://forge.isxgames.com/issues/2092
* Removed the following MEMBERS from the 'evewindow' datatype:
  1. ItemID
  2. Capacity
  3. UsedCapacity
* Added the following MEMBERS to the 'eveinvwindow' datatype:
  1. Capacity   (double type)
  2. UsedCapacity   (double type)
  3. LocationFlag   (string type)
  4. LocationFlagID   (int type)
  5. IsInRange   (bool type)
  6. ItemID   (int64 type)
  7. HasCapacity   (bool type)
    ~ Note: If a child window has TRUE for 'HasCapacity' and the 'Capacity' and/or
        'UsedCapacity' is -1, then the child window has not been made active yet.