ISXEVE - Bug #2187

CurrentCharges returns 0 for energy weapons when crystal is loaded.

2021-12-22 01:02 AM - smokemonkey

Status:	Feedback Required	
Priority:	Normal	
Assignee:	Amadeus	
Category:	broken feature(s)	
Target version:		
vbulletin_issue_id:		
Description		
load crystal and call module.CurrentCharges, you get 0 instead of 1		

History

#1 - 2021-12-22 01:11 AM - Amadeus

- Category set to broken feature(s)

- Status changed from New to Feedback Required

- Assignee set to Amadeus

What is the name of the "Crystal" you mean in the game?   Also, give me an example loadout for a ship that has an energy weapon with a crystal that's the cheapest I can buy. I need to know the ship type/name, the weapon type/name, the crystal type/name, ...EVERYTHING.

For all bug reports, I need to know how to re-create the bug from nothing. I do not play the game, so I only have the ships/modules/knowledge required for the bug reports I get -- so, you need to give me ALL of the information I need for every bug report for re-creating the bug with an account that has nothing in it.

#2 - 2021-12-22 05:10 AM - smokemonkey

This commit should help you understand the problem:
https://github.com/SmokeMonkey/Tehbot/commit/a192b63842d13a1dee23b692b8e68a82bba058b7

Basically when you load a crystal to an energy weapon, module.CurrentCharges still returns 0.

I got this bug with ammo 'Conflagration L' in weapon 'Mega Pulse Laser II', which is fitted on an amarr battleship. But I assume this bug should also happen in smaller weapons on cheaper ships.