ISXEVE - Feature - Enhancement #2278

Ore Compression Update

2024-11-27 11:40 PM - scire

Status:	New	**Start date:**	2024-11-27
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:	miscellaneous	**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Currently the Ore Compression when in space will open a Compress Ore Window.

Problem: The Current Method used to Open Compression Window, Which is still in the game just not normally avaialble to use without menu click which is been changed, that when you right click on the Ore it will compress it all and no window shows up. This is how it works instations too.

Current Code that Opens Window

variable index:item MyOre
EVEWindow[Inventory].ChildWindow[${MyShip.ID}, ShipGeneralMiningHold]:GetItems[MyOre]

This is just a Index of all the ore within the Cargo Hold
Then you use MyOre.GetIterator[OreIterator]

and the call will the make another Call OreIterator.Value:Compress

This is where the issue comes in when you make the call to OreIterator.Value:Compress it will open the Compress window Now all you need to do is Select the whole stack in The MiningHold and Right click Compress and it will just compress it all for you now.

I would assume this will be a change with the Ship Method

The reason why this is needed is due to the recent Change with CCP and Compression working differently now.

Current way still does indeed work but not sure how long till they remove the Compress UI Window Element.