ISXEVE - Feature - Enhancement #2279

Drone Control Range

2024-12-06 02:26 PM - jsmb768ypl

Status:	New		**Start date:**	2024-12-06
Priority:	High		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

I am requesting to have the drone control range reading. It would probably best be put under the Ship data type as that is where we already have other drone data.

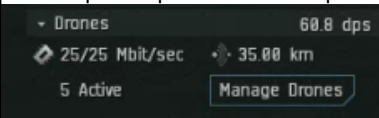Here is the current Drone related data that is under the Ship data type:

- Drone (Drone Bay) Related
  - float64 `DronebayCapacity`
  - float64 `UsedDronebayCapacity`
  - float64 `DroneBandwidth`
  - item `Drone<MW_SINGLEBRACKET>#</MW_SINGLEBRACKET>`
    - Where # is between 1 and GetDrones
  - item `Drone<MW_SINGLEBRACKET>Name</MW_SINGLEBRACKET>`

Steps to find the drone control range in game:

Open the fitting window:
(side bar control to open window)

Once open expand the drone panel on the right hand side and you will get the drone data:

Here is where you see the drone control range, it is the item on the right hand side above manage drones:

This would help better control drones with less scripting as we would not need to check the ship, the players skills, the ships modules to then calculate the drones control range we could pull it directly from the ship before launching drones.