

ISXEVE - Bug #2286

Warp to and other 'local' based functions broken with latest update

2025-02-06 06:17 PM - Dauser

Status: New	
Priority: High	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Functions such as warp to, fleet joining and use of local area data has been affected by EvE changes with the Last update: 2025-02-06.	
Nulls are returning.	
I am not experienced enough to determine if it is a code change, or just an issue with local/chat and its flow on affect. (https://www.eveonline.com/news/view/building-the-future-with-eve-evolved)	

History

#1 - 2025-02-06 11:20 PM - Dauser

Me.Fleet:GetMembers[FleetMembers] is not returning any members while in a fleet. Example to test below.

This stop warptofleetmember working.

```
variable index:fleetmember
```

```
FleetMembers variable
```

```
iterator FleetMember
```

```
FleetMembers:Clear
```

```
Me.Fleet:GetMembers[FleetMembers]
```

```
FleetMembers:GetIterator[FleetMember]
```

```
if ${FleetMember:First(exists)}
```

```
{
```

```
echo "a fleet member exists"
```

```
}
```

#2 - 2025-02-09 08:25 PM - Dauser

This now seems to be working as intended.

Issue can be closed.