

## ISXEVE - Feature - New #2290

### MoveTo XYZ | Approaching a Point in Space

2025-02-21 04:59 AM - Dreamless

<b>Status:</b>	Accepted	<b>Start date:</b>	2025-02-21
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Amadeus	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			

#### Description

Duplicate of issue <https://forge.isxgames.com/issues/2237> with added information

EvE provides a ship navigation method that lets your ship approach a specific point in space. This method of navigating would provide us with the possibility to build complex navigation systems which would be really helpful in Abyssal but also in other situations where unstucking is necessary.

The following video shows how to do it manually ingame.

<https://drive.proton.me/urls/WD0AGHAAT4#HCJmzLXJTVXe>

Activating the "Tactical Overlay" also provides visual feedback showing a line from the current ship position to the point in space it is going to approach.

#### Manually navigating to a point in space

**The first thing that should be done is activating the Tactical Overlay to have visual feedback about whats going on. Default key combination is: CTRL + D**

There are two methods to trigger manually approaching a point in space.

The first method is to: simply doubleclick anywhere in space. When tactical overlay is activated you will see a blue line vector that indicates where the ship will navigate to.

The second method is what we actually want:

1. PRESS and HOLD "Q"
2. Move your mouse to a point in space.
3. LEFTCLICK
4. Move your mouse up or down
5. LEFTCLICK

Your ship will now navigate to a point in space you have selected. Optionally you can SKIP step 4 and 5 by simply doubleclicking in step 3

**If not present we would need XYZ coordinates attached to space entities like our ship, stations, enemy ships, obstacles etc. Elusif said we already have access to those so maybe they are just missing in the .Net Wrapper (**  
<https://github.com/isxGames/ISXEVEWrapper/blob/master/Ship.cs>)

I will now send you an email to the repository of an old project that seems to have implemented the functionality that is requested by this ticket as you requested on discord.

Thank you for all the years of supporting this project. Means a lot to many of us.

Best regards

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## History

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#1 - 2025-03-12 01:12 AM - Amadeus

- Status changed from New to Accepted