ISXEVE - Feature - Enhancement #2291

Expose Agility member under Entity object

2025-03-09 05:50 PM - Kwevin

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Description

I beleive in the same Entity/Ball object that house most of the isxeve Entity members there is also a double attribute named 'Agility'. If that could be made accessable via Entity.Agility that would be great.

It is also called the Inertia Modifier in displays to the player, and can be seen in the fitting window under the navigation drop down.
 Though importantly while only visible to the player for their own ship, I beleive the attribute is attached to any Entity, and is accessable just like the MaxVelocity attribute is.