ISXEVE - HOWTO: Fitting Window Interaction

```
function main()
{
    variable index:fittingslot FittingSlots
    variable iterator FittingSlotsIterator
    variable int Counter = 0

        if (!${EVEWindow[Fitting](exists)})
        {
            Me.Station:OpenFitting
            do
            {
                waitframe
            }
            while !${EVEWindow[Fitting](exists)}
            wait 20
        }

        echo "Current CPU Usage:        ${EVEWindow[Fitting].CPU}%"
        echo "Current Power Usage:      ${EVEWindow[Fitting].Power}%"
        echo "Current Calibration Usage: ${EVEWindow[Fitting].Calibration}%"

    EVEWindow[Fitting]:GetSlots[FittingSlots]
    echo "FittingSlots: Used: ${FittingSlots.Used}"

    FittingSlots:GetIterator[FittingSlotsIterator]


    if ${FittingSlotsIterator:First(exists)}
    do
    {
        echo "ID:            ${FittingSlotsIterator.Value.ID}"
        echo "Name:          ${FittingSlotsIterator.Value.Name}"
        echo "IsEmpty:       ${FittingSlotsIterator.Value.IsEmpty}"
        if (!${FittingSlotsIterator.Value.IsEmpty})
        {
            echo "IsOnline:      ${FittingSlotsIterator.Value.IsOnline}"
          echo "ContainsCharge:  ${FittingSlotsIterator.Value.ContainsCharge}"
            echo "Module:        ${FittingSlotsIterator.Value.Module} (${FittingSlotsIterator.Value.Module.ToItem.Name})"

        }
        echo "==========================================="
        Counter:Inc

            ;.......
            ;;;;;;;
            ;; NOTES:
            ;;
            ;;
            ;; 1. To Unfit a charge from a module:  FittingSlotsIterator.Value:UnfitCharge
            ;; 2. To Unfit a module:   FittingSlotsIterator.Value:Unfit
            ;; 3. To put a module online:  FittingSlotsIterator.Value:PutOnline
            ;; 4. To put a module offline:  FittingSlotsIterator.Value:PutOffline
            ;; (For putting modules off/online, ISXEVE will make sure you don't call one you shouldn't; however, best practice would
            ;;  be to check ${FittingSlotsIterator.Value.IsOnline} and then call the one that is appropriate...rather than guessing
            ;;
    }
    while ${FittingSlotsIterator:Next(exists)}
}

;....................
;;;;;;;;;;;;;;;;;;;;;;
;; Additional Notes:
;;
;; 1. To strip all modules from a ship:   MyShip:StripFitting
;; 2. Please note that the 'item' datatype already has a method "FitToActiveShip"
```