**<h4>Writing a Defect</h4>**

**Any defect created should include the following: </p>**

**<ul>**

<li>A short descriptive title (see 1.2) </li>

<li>An accurate description of what the bug is (see 1.3) </li>

<li>A fully accurate and precise set of reproduction steps (see 1.4) </li>

<li>A logserver file of the bug occurring. In the case of typos and static data issues it may be possible to skip this, but try not to. (see 1.7) </li>

<li>In-game screenshots of the bug. </li>

<li>Information on where the bug was found/reproduced: server, build, code branch. (see 1.3) </li>

</ul>

<a id=“checklist”/>

**<h4>Checklist</h4></p>**

**<form>**

<input type="checkbox" > Did you make sure your defect is not already present in the database? </br>

<input type="checkbox" > Is your title accurate? </br>

<ul>

<li>Does this defect have the proper prefix indicating WHERE the bug occurs? </li>

</li>Is this defect's title unique? (Meaning that no other defect could have the same name) </li>

</ul>

<input type="checkbox" > Did you select the project stage and build you are testing on? </br>

<ul>

<li> Did you make sure you were testing the latest version? </li>

</ul>

<input type="checkbox" > Are the severity and priority you selected appropriate for this bug? </br>

<ul>

<li>If Major/Critical, does your description explain why? </li>

</ul>

<input type="checkbox" > Did you select the appropriate category for this bug? </br>

<input type="checkbox" > Did you check all the game locations and areas that might be affected by the bug? </br>

<ul>

<li>Does your title’s prefix’s reflect the appropriate location? </li>

</ul>

<input type="checkbox" > Does your description follow the rules outlined in the “Defect writing” section? </br>

<ul>

<li>Did you make paragraphs and are they properly spaced to ensure that the text is light and easy to read? </li>

<li>Does your description contain the information on WHERE and HOW the bug occurs? </li>

<li>Did you run your description through a spell checker? </li>

<li>Did you specify the test environment? </li>

<li>Did you include additional information about the test? </li>

<li>Have you ensured that all abbreviations used are explained in the defect? </li>

</ul>

<input type="checkbox" > Have you included steps for your defect? </br>

<ul>

<li>Do your steps each contain a single action? </li>

<li>Are your steps numbered and in chronological order? </li>

<li>Did you filter out the steps that seem obvious or superfluous, like “Start the game”? </li>

<li>Does your last step indicate that the bug should happen at this precise moment? </li>

</ul>

<input type="checkbox" > Are your attachments correct? </br>

<ul>

<li> Did you include all the necessary files? </li>

</ul>

<input type="checkbox" > Is the Fix in stage selected correctly? </br>

<input type="checkbox" > Did you assign it to the proper person? </br>

<input type="checkbox" > If the defect is an exploit or is describing code, did you uncheck the “Public” box? </br>

<input type="checkbox" > Did you select the appropriate server (LIVE OR TEST)? </br>

# </form>

# <h4>Defect Template </h4>

**<b>Title: </> </p>**

Outpost: Station Management button disappears.</p>

**<b>Description:</b> </p>**

Reproducible on Pulsar, EVE-STABLE, 223928 (3/3) </br>

Reproducible on Chaos, MAIN, 224921 (3/3) </br>

Non Reproducible on Multiplicity, EVE-TRANQUILITY, 223454 (0/3) </p>

When a player owns an outpost, they should be able to access station management. However, it was observed that if a player logs out of the server then back in, they will no longer have the "Station mgmt" button until they enter space then dock again.</p>

**<b>Expected Result:</b></p>**

The station management button should always be accessible to whoever has the outpost.</p>

**<b>Attached Files:</b></p>**

\*Screenshot attached </br>

\*Video attached</br>

\*Log Sever File attached</br>

\*DxDiag attached</br>

</p>

[Entered by ptw]</p>

**<b>Steps to reproduce:</b></p>**

Prerequisites:</br>

1. Make sure you have a player who is the CEO of a corp.</br>

2. Find a 0.0 system that has a station. </br>

Steps to Reproduce:</p>

1. Create a Test Territorial Claim Unit using /load me "test terr".</br>

2. Right click on the TCU and select “Launch For Corp”. </br>

3. Anchor the TCU then put online. </br>

4. Using a ship with high DPS like a Phoenix with Citadel torpedo launchers, lock and fire at the station until shield, armor and structure have depleted. </br>

5. Once the outpost has been claimed by the player corp, proceed to dock then log off the server. </br>

6. Log back on and observe that the "Station mgmt" tab is no longer there (located on the bottom right of the station information UI). </br>

7. Enter space then dock back again </br>

8. Observe the station management button has reappeared. </br>

**<b>Computer:</b></p>**

Windows XP Professional (5.1, Build 2600) </br>  
ATI Radeon HD 5700 Series</br>  
Driver:6.14.0010.7140 (English) </br>