iveeCoreConfig

DB_HOST: String
DB_PORT: int
DB_USER: String
DB_PW: String
DB_NAME: String
USE_MEMCACHED: boolean
MEMCACHED_HOST: String
MEMCACHED_PORT: int
MEMCACHED_PREFIX: String
EMDR_RELAY_URL: String
classes: array

getters omitted.

SDE

instance: SDE
defaults: MyIveeCoreDefaults
db: mysqli
memcached: Memcached
types: array
typeNames: array
numQueries: int
timeQueries: float
internalCacheHit: int
memcachedHit: int

__construct() : SDE
+ instance() : SDE
+ query() : mysql_result
+ multiQuery() : bool
+ flushDbResults() : void
+ commit() : bool
+ rollback() : bool
+ storeInCache() : bool
+ getFromCache() : bool
+ invalidateCache() : bool
+ getType() : Type
+ getTypeIdByName() : int
+ getTypeByName() : Type
# loadTypeNames() : void
+ getCachedTypeCount() : int
# addQueryTime() : void
+ printDbStats() : void

SDEUtil

+ calcReprocessingYield() : float
+ calcReprocessingTaxFactor() : float
+ quantitiesToReadable() : String
+ secondsToReadable() : String
+ makeUpsertQuery() : String

Type

typeID: int
groupID: int
categoryID: int
typeName: String
volume: float
portionSize: int
basePrice: int
typeMaterials: array

__construct() : Type
queryAttributes() : array
setAttributes() : void
+ factory() : Type
# getSubtypeInfo() : array
# decideType() : String
+ getTypeID() : int
+ getGroupID() : int
+ getCategoryID() : int
+ getName() : String
+ getVolume() : float
+ getPortionSize() : int
+ getBasePrice() : int
+ isReprocessable() : bool
+ getTypeMaterials() : array
+ getReprocessingMaterialMap() : MaterialMap

Sellable

marketGroupID: int
priceDate: int
sellPrice: float
buyPrice: float
supplyIn5: int
demandIn5: int
avgSell5OrderAge: int
avgBuy5OrderAge: int
histDate: int
avgVol: float
avgTx: float
low: float
high: float
avg: float

queryAttributes() : array
setAttributes() : void
+ getMarketGroupID() : int
+ onMarket() : bool
+ getBuyPrice() : float
+ getSellPrice() : float
+ getHistory() : array
+ getPriceDate() : int
+ getAvgVol() : float
+ getAvgTx() : float
+ getSupplyIn5() : int
+ getDemandIn5() : int
+ getAvgBuy5OrderAge() : int
+ getAvgSell5OrderAge() : int
+ getHistDate() : int
+ getLow() : float
+ getHigh() : float
+ getAvg() : float

Manufacturable

producedFromBlueprintID: int

queryAttributes() : array
setAttributes() : void
+ getBlueprint() : Blueprint
+ getReprocessingMaterialMap() : MaterialMap

Reaction

cycleInputMaterial: array
cycleOutputMaterial: array
isAlchemy: bool

__construct() : Reaction
+ getCycleInputMaterials() : array
+ getCycleOutputMaterials() : array
+ isAlchemy() : bool
+ react() : ReactionProcessData

Blueprint

productTypeID: int
productionTime: int
techLevel: int
researchProductivityTime: int
researchMaterialTime: int
researchCopyTime: int
researchTechTime: int
productivityModifier: int
materialModifier: int
wasteFactor: int
maxProductionLimit: int
typeRequirements: array

__construct() : Blueprint
queryAttributes() : array
setAttributes() : void
+ getBuyPrice() : float
+ getSellPrice() : float
+ manufacture() : ManufactureData
+ copy() : CopyData
+ getTypeRequirements() : array
+ getProduct() : Manufacturable
+ getProductionTime() : int
+ getTechLevel() : int
+ getResearchProductivityTime() : int
+ getResearchMaterialTime() : int
+ getResearchCopyTime() : int
+ getResearchTechTime() : int
+ getProductivityModifier() : int
+ getMaterialModifier() : int
+ getMaxProductionLimit() : int
+ calcMaterialFactor() : float
+ calcProductionTime() : int
+ calcCopyTime() : int
+ calcPEResearchTime() : int
+ calcMeResearchTime() : int
+ isReprocessable() : bool
+ getReprocessingMaterialMap() : MaterialMap

InventorBlueprint

inventsBlueprintID: array
baseChance: float
decryptorGroupID: int

__construct() : InventorBlueprint
+ invent() : InventionData
+ copyInventManufacture() : ManufactureData
# getInventableBlueprintIDs() : array
+ getDecryptorIDs() : array
+ calcInventionChance() : float
+ calcOutputRuns() : int
+ calcInventionTime() : int

InventableBlueprint

inventedFromBlueprintID: int

queryAttributes() : array
setAttributes() : void
+ getInventorBlueprint() : InventableBlueprint
+ getBuyPrice() : void
+ getSellPrice() : void
+ invent() : InventionData
+ copyInventManufacture() : ManufactureData

Decryptor

MEModifier: int
PEModifier: int
runModifier: int
probabilityModifier: float
decryptorGroups: array

__construct() : Decryptor
+ getMEModifier() : int
+ getPEModifier() : int
+ getRunModifier() : int
+ getProbabilityModifier() : float
+ getIDsFromGroup() : array
+ isReprocessable() : bool
+ getReprocessingMaterialMap() : MaterialMap

ReactionProduct

productOfReactionIDs: array

__construct() : ReactionProduct
+ getReactions() : array
+ getReactionIDs() : array

MaterialMap

materials: array

+ addMaterial() : void
+ addMaterials() : void
+ subtractMaterial() : void
+ symmetricDifference() : void
+ addMaterialMap() : void
+ getMaterials() : array
+ reprocessMaterials() : void
+ getMaterialVolume() : float
+ getMaterialBuyCost() : float
+ getMaterialSellValue() : float

SkillMap

skills: array

+ addSkill() : void
+ addSkillMap() : void
+ getSkills() : array
+ sanityCheckSkillLevel() : bool

ProcessData

activity: int
producesTypeID: int
producesQuantity: int
processTime: int
skills: SkillMap
materials: MaterialMap
subProcessData: array

+ __construct() : ProcessData
+ addMaterial() : void
+ addSkill() : void
+ addSubProcessData() : void
+ getActivityID() : int
+ getProducedType() : Type
+ getNumProducedUnits() : int
+ getSubProcesses() : array
+ getSlotCost() : float
+ getTotalSlotCost() : float
+ getMaterialBuyCost() : float
+ getTotalMaterialBuyCost() : float
+ getTotalCost() : float
+ getMaterialMap() : MaterialMap
+ getTotalMaterialMap() : MaterialMap
+ getMaterialVolume() : float
+ getTotalMaterialVolume() : float
+ getSkillMap() : SkillMap
+ getTotalSkillMap() : SkillMap
+ getTime() : int
+ getTotalTime() : int
+ getTotalTimes() : array
+ getTotalProfit() : float
+ printData() : void

ManufactureProcessData

bpMeLevel: int
bpPeLevel: int

+ __construct() : ManufactureData
+ getMeLevel() : int
+ getPeLevel() : int
+ getSlotCost() : float
+ getTotalCostPerUnit() : float
+ getTotalProfit() : float
+ printData() : void

InventionProcessData

inventionChance: float
resultRuns: int
resultME: int
resultPE: int

+ __construct() : InventionData
+ getResultRuns() : int
+ getResultME() : int
+ getResultPE() : int
+ getInventionChance() : float
+ getSuccessTime() : float
+ getTotalSuccessTime() : float
+ getTotalSuccessTimes() : array
+ getSuccessMaterialMap() : MaterialMap
+ getTotalSuccessMaterialMap() : MaterialMap
+ getSuccessMaterialVolume() : float
+ getTotalSuccessMaterialVolume() : float
+ getSlotCost() : float
+ getSuccessSlotCost() : float
+ getTotalSuccessSlotCost() : float
+ getSuccessMaterialBuyCost() : float
+ getTotalSuccessMaterialBuyCost() : float
+ getTotalSuccessCost() : float
+ printData() : void

CopyProcessData

outputRuns: int

+ __construct() : CopyData
+ getSlotCost() : float
+ getOutputRuns() : int

ReactionProcessData

inputMaterialMap: MaterialMap
outputMaterialMap: MaterialMap
cycles: float
withRefining: bool
withFeedback: bool

+ __construct() : ReactionProcessData
+ geInputMaterialMap() : MaterialMap
+ getOutputMaterialMap() : MaterialMap
+ getCycles() : float
+ getTime() : float
+ withRefining() : bool
+ withFeedback() : bool
+ getInputBuyCost() : float
+ getOutputBuyValue() : float
+ getProfit() : float

IveeCoreDefaults

instance: IveeCoreDefaults
posSlotCost: float
bpMeLevels: array
bpPeLevels: array
DEFAULT_REGIONID: int
DEFAULT_SYSTEMID: int
DEFAULT_STATIONID: int
DEFAULT_BUY_TAX_FACTOR: float
DEFAULT_SELL_TAX_FACTOR: float
DEFAULT_BPO_ME: int
DEFAULT_BPO_PE: int
POS_SLOT_UTILIZATION_FACTOR: float
USE_POS_MANUFACTURING: boolean
DEFAULT_MANUFACTURE_SLOT_TIME_FACTOR: float
USE_POS_COPYING: boolean
DEFAULT_COPY_SLOT_TIME_FACTOR: float
USE_POS_INVENTION: boolean
DEFAULT_INVENTION_SLOT_TIME_FACTOR: float
USE_POS_ME_RESEARCH: boolean
DEFAULT_ME_RESEARCH_SLOT_TIME_FACTOR: float
USE_POS_PE_RESEARCH: boolean
DEFAULT_PE_RESEARCH_SLOT_TIME_FACTOR: float
NUM_MANUFACTURE_SLOTS: int
NUM_COPY_SLOTS: int
NUM_INVENTION_SLOTS: int
NUM_ME_RESEARCH_SLOTS: int
NUM_PE_RESEARCH_SLOTS: int
STATION_MANUFACTURING_HOUR_COST: int
STATION_COPYING_HOUR_COST: float
STATION_INVENTION_HOUR_COST: float
STATION_ME_RESEARCH_HOUR_COST: float
STATION_PE_RESEARCH_HOUR_COST: float
MAX_PRICE_DATA_AGE: int
hourlyMaterials: array

+ getPosSlotCostPerSecond() : float
+ setBpMeLevel() : void
+ setBpPeLevel() : void

trivial getters ommited.

MyIveeCoreDefaults

FitParser

+ parseEftFit() : MaterialParseResult
+ parseXmlFit() : MaterialParseResult
+ parseScanResult() : MaterialParseResult

MaterialParseResult

parsedMaterialMap: array
unparseables: array

+ getMaterialMap() : MaterialMap
+ addUnparseable() : void
+ getUnparseables() : array

Exception classes omitted.