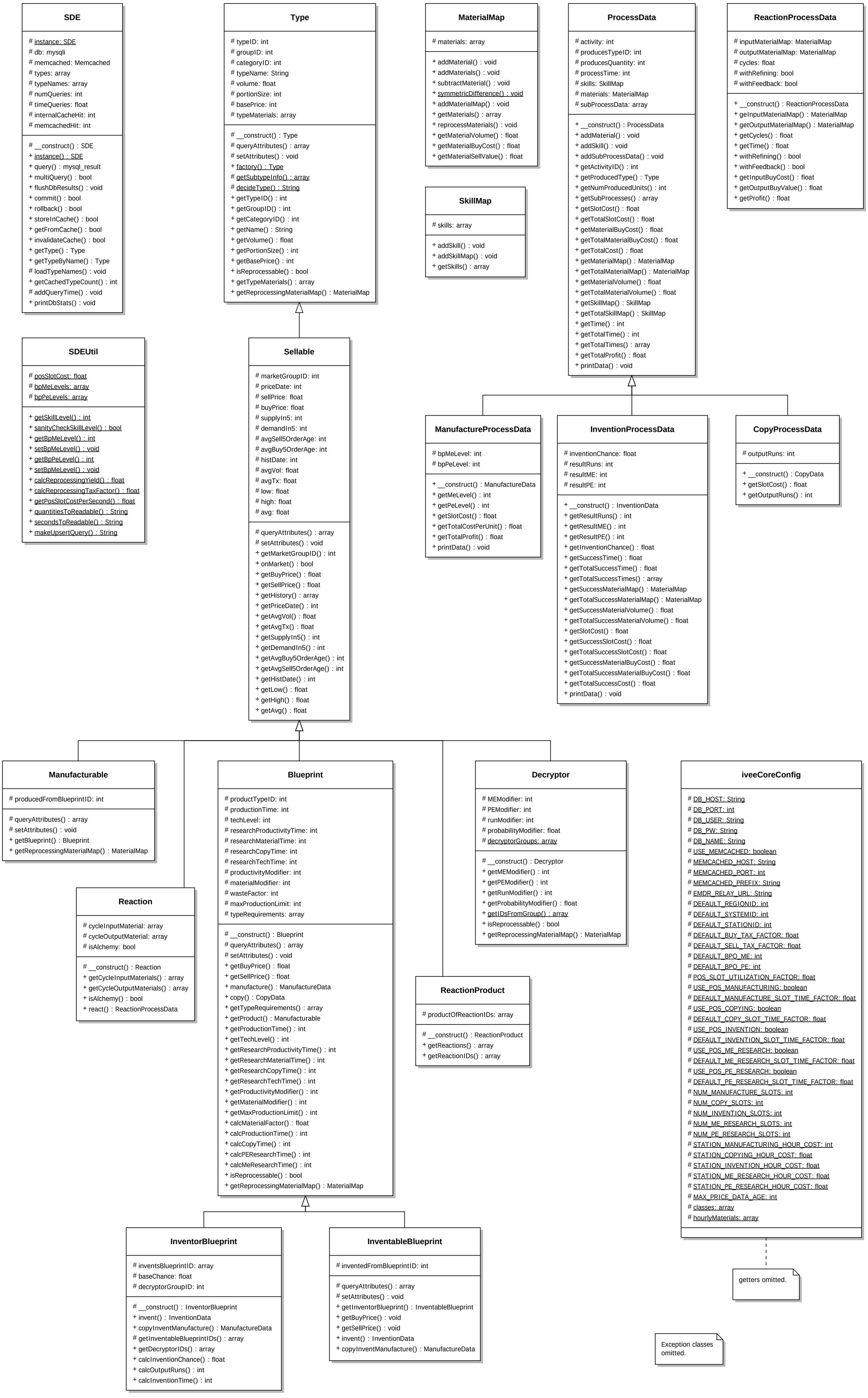
SDE
# instance: SDE
# db: mysqli
# memcached: Memcached
# types: array
# typeNames: array
# numQueries: int
# timeQueries: float
# internalCacheHit: int
# memcachedHit: int
# __construct() : SDE
+ instance() : SDE
+ query() : mysql_result
+ multiQuery() : bool
+ flushDbResults() : void
+ commit() : bool
+ rollback() : bool
+ storeInCache() : bool
+ getFromCache() : bool
+ invalidateCache() : bool
+ getType() : Type
+ getTypeByName() : Type
# loadTypeNames() : void
+ getCachedTypeCount() : int
# addQueryTime() : void
+ printDbStats() : void
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
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
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
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
SDEUtil
# posSlotCost: float
# bpMeLevels: array
# bpPeLevels: array
+ getSkillLevel() : int
+ sanityCheckSkillLevel() : bool
+ getBpMeLevel() : int
+ setBpMeLevel() : void
+ getBpPeLevel() : int
+ setBpMeLevel() : void
+ calcReprocessingYield() : float
+ calcReprocessingTaxFactor() : float
+ getPosSlotCostPerSecond() : float
+ quantitiesToReadable() : String
+ secondsToReadable() : String
+ makeUpsertQuery() : String
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
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
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
ReactionProduct
# productOfReactionIDs: array
# __construct() : ReactionProduct
+ getReactions() : array
+ getReactionIDs() : array
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
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
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
# 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
# classes: array
# hourlyMaterials: array
getters omitted.
Exception classes omitted.