

CSM 4 meeting 008, Sun 28th March - Meeting Minutes

Present

ElvenLord, Zastrow, TeaDaze, Mrs Trzrbk, Korvin, Z0D, Sokratesz, Helen Highwater (alt), T'Amber (alt)

Apologies

Song Li

Absent

Alekseyev Karrde, Farscape Hw (alt), Meissa Anunthiel (alt), Serenity Steele (alt)

Discussion

Meeting started at 18:08

ElvenLord set out the agenda

- 1 Improve POS missile batteries
- 2 AFK Button
- 3 Allow reactivation of accidentally deactivated modules
- 4 Distinguish between afterburners and microwarpdrives with different icons
- 5 Eve font changes - Progress requested
- 6 Sound issues
- 7 Issue when Copying and pasting links in Chat
- 8 Development Assessment List

TeaDaze confirmed that *Song Li* was excused.

1.Improve POS missile batteries

ElvenLord stated it was a simple matter of adding Citadel cruise missile batteries as a POS module. *TeaDaze* didn't have much to add to the proposal, claiming that missiles on a pos are terrible due to CPU requirement and the lack of citidel cruise options. *ElvenLord* agreed that Caldari POSs lack long range XL size batteries among other things and that reducing CPU usage of those batteries would be nice.

Mrs Trzrbk also requested making CPU 0 or they would forever be useless. *Sokratesz, T'Amber* and *TeaDaze* agreed.

Passed 9 for

2. AFK Button

Sokratesz felt that as long as it was optional and automatically voided when performing an action in the game window it shouldn't see any abuse.

Korvin pointed out that a similar proposal was raised before (http://wiki.eveonline.com/en/wiki/AFK/Busy/Available_Indicator_%28CSM%29) and that CCP had been thinking of something like this for eve-gate.

ElvenLord confirmed it was in the backlog so no need to vote.

Proposal rejected as a duplicate.

3. Allow reactivation of accidentally deactivated modules

Sokratesz agreed with the proposal but stated there were also some minor display glitches with activated modules and timers that need fixing. *Korvin* thought it might be an issue in fleet fights when the guns get stuck. *T'Amber* wondered if this would in any way save server queries.

Helen Highwater saw problems (as noted in the proposal) with target changing for Ewar, Guns and other fire-then-cooldown modules suggesting that only modules with a continuous effect should be included. Helen also asked how it could prevent a target change for a jammer between deactivating and reactivating. *TeaDaze* agreed the implementation needs to ensure there is no way to exploit it to change targets etc but added that considering the cycle remains on the target (in the case of aggressive modules) that shouldn't be a problem.

ZOD thought that this could cause problems during lag if the button is pressed multiple times with no reaction but otherwise liked the idea of being able to cancel it before the module finishes its current cycle.

Helen Highwater also brought up a current lag bug where you can turn something on and it stays on permanently with no cap use. *ElvenLord* replied it was supposed to be fixed soon (tm). *Korvin* suggested that the proposal be rejected until the bug was fixed.

Passed 7 for, 2 against (*Korvin*, *T'Amber*)

4. Distinguish between afterburners and microwarpdrives with different icons

Sokratesz stated it was a straightforward proposal. Currently both icons are identical and either a different colour or different icon would make them easier to tell apart in your hangar or on crazy dual propulsion fits.

ElvenLord thought there was a difference already which confused *Sokratesz* until *ElvenLord* realised he was thinking of warp scrams vs warp disruptors and not MWD vs AB.

Korvin liked the idea and suggested red flame for mwd, different for the size and decorated for amarr navy etc. *T'Amber* hoped there wasn't some really weird reason why they can't do this.

Helen Highwater thought this proposal should also extend to jammers and scramblers. *TeaDaze* pointed out jammers already have different colours. *Sokratesz* was happy to add increasing the visual difference between scrams and disruptors to the proposal but queried jammers. *Helen Highwater* stated that the colour difference isn't really visible when it's just an icon on the overview. *ElvenLord* agreed to extending the proposal to also include warp scramblers, disruptors and jammers.

ZOD thought CCP could spend 30 mins of an artist to make them visually different by modify some pixels etc. *T'Amber* wondered if it was like the bpo / bpc issue where apparently they share the same icon and changing it was tricky.

ElvenLord asked *Sokratesz* to update the proposal on the wiki and called a vote including the changes

Passed 9 for

5. Eve font changes - Progress requested

ElvenLord stated this was in the pipeline. *TeaDaze* agreed but was requesting progress from CCP. *ElvenLord* agreed to send a mail asking on progress and to report back next meeting.

No vote required.

6. Sound issues

Helen Highwater and *T'Amber* made the "Eve has sound?" joke. *Zastrow* asked where his dramatic cyno sound had gone. *Sokratesz* agreed.

TeaDaze restated this as was probably a bug but apparently people are getting nowhere with the bug reporting system and thus want CSM to hassle CCP about it. *ElvenLord* stated that part of this was in the pipeline.

Korvin suggested a "fix all bugs" proposal.

Helen Highwater complained that CCP's bug handling system in general is quite poor citing the example that several reported bugs (the process for which isn't obvious) were returned as "can not duplicate" despite the fact that he could duplicate them 100% on different machines and with different installs.

TeaDaze confirmed that some of this was raised by CSM3 but players were still getting nowhere and that it was a large list of issues that CCP have said they were going to fix. Tea suggested that again CSM need to apply some pressure to find out where it has got to.

ZOD reported that for him the Jukebox stops after each *Song* and guessed CCP don't want players to listen to EVE music.

Passed 8 for (*Mrs Trzzbek* offline)

7. Issue when Copying and pasting links in Chat

TeaDaze stated it was a straightforward issue and posted an example. *Helen Highwater* thought it should be raised as a bug. *T'Amber* claimed to spam more than the rest of the CSM. *ElvenLord* saw no need for further discussion and called a vote.

Passed 8 for, 1 against (*T'Amber*)

Mrs Trzzbk rejoined at this point after regaining Canadian internet access.

Development Assessment List

ElvenLord set out the list which was worked on by most of the CSM during the week.

- 1 Docking games fix
- 2 Overhaul of roles and grantable roles system
- 3 Shared Corporation Bookmarks
- 4 Station services HP reduction to improve small gang warfare
- 5 Reintroduction of low-sec DD
- 6 Directscan improvement
- 7 FW Complex NPCs and Standings
- 8 Black Ops Improvements
- 9 Destroyer Improvements
- 10 Boost warfare links and revisit information warfare
- 11 Bring Logistics Warp Speed In-Line with T2 Ships
- 12 Alliance action confirmation windows
- 13 T3 refitting subsystems at pos / carrier
- 14 Scan-able wrecks&containers for the salvager profession(1.2)
- 15 Scan probes of all types - an addable option to overview profiles
- 16 Battle recorder
- 17 Tracking for fighters lost in combat
- 18 Mining crystals change color of mining laser beam
- 19 Ingame Events Menu (eve gate iteration)

T'Amber asked *Elven* if the order was taking everyones preferences into consideration. *ElvenLord* confirmed it was just for CCP assesment and that it was in some way a priority list taking all opinions from forums into matter.

There was some discussion but the outcome was that the list is for CCP to give development estimates on and thus CSM can properly prioritise once the development effort is known.

Passed 9 for

Other Business

Next meeting was set for 11th April at 17:00 eve-time

Meeting closed at 19:03