
EVEMon Documentation

Release

EVEMon Development Team

April 07, 2016

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Note: This documentation is a work in progress. Topics marked with a are placeholders for articles that have not been written yet. See [here](#) how you can contribute.

1.1 About

1.1.1 Contributing

The docs are built using [Sphinx](#), [reStructuredText](#) and hosted by [ReadTheDocs](#).

Building the Docs

1. Download [python](#) version 2.7.x or higher (version 3.x works too).
2. If you are installing on Windows, make sure the Python install directory and the Python scripts directory have been added to the `PATH` environment variable. For example, if you have installed Python in the `c:\python27` directory, you should add `c:\python27;c:\python27\scripts` to the `PATH` environment variable.
3. Install Sphinx by running the following command on a command prompt.

```
pip install sphinx
```

4. Sphinx, by default, installs also the `sphinx_rtd_theme` custom theme. If you need to update the installed version, you should run:

```
pip install -U sphinx_rtd_theme
```

5. Clone the docs repo to your local machine.
6. Navigate into the `src` subdirectory.
7. Run `make` (`make.bat` on Windows, `Makefile` on Mac/Linux)

```
make html
```

8. The generated docs should be in the `src\build\html` subdirectory. Open the `index.html` file in your browser to see the generated docs.

Using `sphinx-autobuild` to view changes locally

`sphinx-autobuild` runs a local web server and automatically refresh whenever changes to the source files are detected. If `sphinx-autobuild` is not already installed in your local machine, install it by running

```
pip install sphinx-autobuild
```

on a command prompt.

1. Navigate into the `src` subdirectory.
2. Run `make` (`make.bat` on Windows, `Makefile` on Mac/Linux)

```
make livehtml
```
3. Browse to <http://127.0.0.1:8000> to see the locally built documentation.
4. Hit `^C` to stop the local server.

Adding Content

The documentation follows the [Sphinx Style Guide](#).

Before adding content, create an issue suggesting your proposed article.

Provide as much details as possible on what the article will be.

If you are to add or modify content to an existing or marks as incomplete article, include the article's header to the issue.

If you are suggesting an article which is not yet documented, provide details on how it would relate to existing documentation.

Follow the documentation's folder structure.

Contributing process

1. Open an Issue by following the **Adding Content** guidelines. Get approval to write your article.
2. Fork the repo.
3. Create a `branch` for your article.
4. Write your article, following the documentation's folder structure, placing the article in its own folder and any needed images in a `.static` folder located in the same folder as the article.
5. Add your name to the contributors article.
6. Submit a Pull Request from your branch to `master`.
7. Discuss the Pull Request with the EVEMon Dev Team; making any requested updates to your branch. When we are ready to accept the PR, we will add a `:shipit:` comment.
8. Before your Pull Request can be accepted make sure to [squash all commits](#) into a single commit message. Do this in your branch, using the `rebase` git command. For example, if you want to squash the last 4 commits into a single commit, you would use:

```
git rebase -i HEAD~4
```

The `-i` option stands for “interactive” and should open a text editor showing the last N commits, preceded with “pick”. Change all but the first instance of “pick” to “squash” and save the file and exit the editor. A more detailed answer is available on [StackOverflow](#).

Common Pitfalls

Below are some common pitfalls you should try to avoid:

- **Don't forget** to submit an issue before starting work on an article.
- **Don't forget** to create a separate branch before working on your article.

- **Don't forget** to squash your commits once your pull request is ready to be accepted.
- **Don't forget** to add your name to the contributors article.
- **Don't update or merge** your branch after you submit your pull request.

1.1.2 Contributors

This article contains a list of people who contributed to this project. Those committing to the project are encouraged to add their names here. Please keep the list sorted by first names.

- Jimi “Desmont McCallock” C

1.1.3 License

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1.2 Main Window

1.2.1 Menu

File

Note: This article is a stub.

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API Keys

Add API Key

Manage API Keys

Characters

Delete

Export

Hide

Settings

Restore

Save

Reset

Clear Cache

Exit

Edit

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Copy Skills to Clipboard (BB Format)

Plans

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New Plan

Create Plan from Skill Queue

Import Plan from File

Manage Plans

List of Plans

Help

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Forums

Suggest a Feature (UserVoice)

Follow us on Twitter

About

- Tools

1.2.2 Overview

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1.2.3 Character Tab

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Character Info (Header)

Note: This article is a stub.

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Monitors (Body)

Note: This article is a stub.

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Skills List

Note: This article is a stub.

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Skill Queue

Note: This article is a stub.

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Employment History

Note: This article is a stub.

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Standings

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Contracts

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Factional Warfare

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Medals

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Combat (Kill) Log

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Assets

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Market Orders

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Contracts

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Wallet Journal

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Wallet Transactions

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Industry Jobs

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Planetary Colonies

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Research Points

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EVE Mails

Note: This article is a stub.

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EVE Notifications

Note: This article is a stub.

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Training Info (Footer)

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Title

Status

1.3 Skill Planner

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1.3.1 Menu

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Implant Calculator

Note: This article is a stub.

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Attributes Optimizer

Note: This article is a stub.

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Loadout Import

Note: This article is a stub.

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Select Plan

New Plan

Create Plan from Skill Queue

List of Plans

Export

Plan

After Plan Character

Delete

Print

Copy to Clipboard

1.3.2 Plan editor

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1.3.3 Skill browser

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1.3.4 Certificate browser

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1.3.5 Ship browser

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1.3.6 Item browser

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1.3.7 Blueprint browser

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Status

1.4 Tools

1.4.1 API Tester

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1.4.2 Blank Character Creator

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1.4.3 Character Comparison

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1.4.4 Mineral Worksheet

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1.4.5 Sheduler

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1.4.6 Skills Pie Chart

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1.4.7 Implant Groups

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1.4.8 Owned Skillbooks

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- Options

1.5 Options

1.5.1 General

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Updates

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Network

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Logitech Keyboards

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IGB Server

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Portable EVE Clients

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1.5.2 Main Window

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1.5.3 Skill Planner

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Icons

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Messages

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1.5.4 System Tray Icon

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1.5.5 Scheduler

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External Calendar

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1.5.6 Notifications

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Skill Completion Mails

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