

StealthBot - Bug #1234

Stop moving if we were moving when the last target is killed

2014-10-15 01:57 PM - Stealthy

Status:	New	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		
Description		
When dequeuing a destination or removed entity, if we have no more targets / movement goals, stop the ship.		