

# StealthBot - Feature - Enhancement #1235

## Support declining of anomic missions

2014-10-15 02:34 PM - gregz

<b>Status:</b>	Implemented	<b>Start date:</b>	2014-10-15
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Stealthy	<b>% Done:</b>	0%
<b>Category:</b>	Miscellaneous	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			
<b>Description</b>			
<p>The new randomly seeded Anomic (aka Burner) missions amongst the normal encounter missions screws up the logic of StealthBot as the bot doesn't understand that the Anomic missions are skippable <a href="#">without any penalties</a> whatsoever.</p> <p>This makes the bot wait needlessly upon declining such missions.</p>			

### History

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#### #1 - 2014-10-16 06:17 AM - Stealthy

- Tracker changed from Bug to Feature - Enhancement
- Subject changed from Anomic missions to Support declining of anomic missions
- Category changed from Broken Feature(s) to Miscellaneous

Cleared up the bug description a bit.

#### #2 - 2014-10-28 12:33 PM - Stealthy

Looks like the mission name always begins with "Anomic".

#### #3 - 2014-10-28 12:33 PM - Stealthy

- Status changed from New to In Progress

#### #4 - 2014-10-28 01:06 PM - Stealthy

- Status changed from In Progress to Implemented

Should be implemented in >= 0.9.4.3