

StealthBot - Bug #1261

Laser lens swap.

2014-11-02 01:30 AM - charles2584

Status: New	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
How to reproduce: Get in a ship with 3 types of lens. MultiFreq (optimal 28, falloff 40), Radio(optimal 70, fall off 100), Standard (optimal 100, fall off 140)	
With rats floating out at 30km it will swap out radio and standard on one gun while shooting the others to stop every now and again to attempt to swap out lens.	
Remove the standard lens from the equation and it will simply not shoot at anything outside of 30km	

History

#1 - 2014-11-02 01:42 AM - charles2584

Got Radio and Standard's ranges backwards.

#2 - 2014-11-02 11:13 AM - Stealthy

I'm going to need you to email the logs from when you'd noticed this issue to support@stealthsoftware.net

Logs can be found in InnerSpace/.NET Programs/StealthBot/Logs/<date>/

I will need the one ending with "standard"

#3 - 2014-11-02 11:27 AM - charles2584

Logs sent.

#4 - 2014-11-03 06:06 AM - Stealthy

How many lasers does your ship have equipped and how many crystals of each type are you carrying?

#5 - 2014-11-03 11:07 AM - charles2584

4 of each type (3 types) and 4 lasers
it's a paladin

#6 - 2014-11-03 05:50 PM - Stealthy

Ah, got it. Could you test carrying 8 of each time for me? I'm fairly confident that will fix it, and if it does, it helps me narrow down what to improve/fix

#7 - 2014-11-03 11:32 PM - charles2584

That appears to have fixed it.