

BJ Movement - Bug #1403

Search_For_Collectibles

2015-05-09 07:19 PM - LostOne

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|---|----------|
| Status: | Resolved |
| Priority: | Normal |
| Assignee: | |
| Category: | |
| Target version: | |
| vbulletin_issue_id: | |
| Description | |
| <p>It looks like Search_For_Collectibles requires that ogrebot have Move to Area checked. Otherwise it will just target the shiny and not move. There are a number of movement setups that seem to change this setting and do not turn it back on. I've tried to start just turning Move to Area back on before every Search_For_Collectibles call, but that's kind of a pain. You might add check at the beginning to of the Search_For_Collectibles function to record the state of Move to Area... ensure that is is on for the collection... then return it to it's starting state. Or something... whatever.</p> | |

History

#1 - 2015-07-03 02:02 PM - LostOne

Another issue with this function is if you happen to get aggro while trying to loot a shiny. The bot won't give up the shiny target as the mobs beat on your ass. I've just made 100% sure that i clear all aggro mobs before calling the search function. However, aggro during loot should equal a stuck state.

#2 - 2015-07-05 05:17 PM - bjcasey

- Status changed from New to In Progress

You should be clearing all aggro mobs before collecting the shinies. This was part of the reason why it was changed to a Quest Creator Action instead of just automatic in the loot routine.

I'll look into the move to area problem.

#3 - 2015-07-06 11:00 AM - bjcasey

- Status changed from In Progress to Resolved

With Patch # 115:

Search For Collectibles will now turn on Move to Area before attempting to move to the collectible and turns it off afterward if it was off to start with.