

## BJScripts - Feature - New #1476

### Defensive Module activation based on Parameters

2015-10-13 06:54 AM - camikaze

<b>Status:</b> Implemented	<b>Start date:</b> 2015-10-13
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> Activate Defensive modules like Shield Boosters or armor Repairers only if certain conditions are met like Shiled % or Armor %. Turn them off once they re fully repaired.	

#### History

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#1 - 2015-10-16 07:44 AM - bjcasey

- Status changed from New to Implemented

Added in Patch # 5.