AstroBot - Feature - Enhancement #1723

Navigation - Anomolies

2016-11-03 05:18 AM - swizzla46@outlook.com

Status:	Implemented	**Start date:**	2016-11-03
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Add mining anomolies to Navigation options

History

#1 - 2017-05-20 10:20 AM - bjcasey

Navigation Page:
Available Navigation Destinations
*Three default types: @CombatSite, @OreSite, @IceBelt
**These sites will need to be cross-referenced with a list of anom site names, but will allow for general usage of anom site.
***Example: When using @OreSite, if an ore anom site exists it will warp to that grid and continue to warp to the next ore anom site as they exist.
When there aren't any more ore anom sites, it will continue with the navigation route.
*Also add the specific anom name to the list of possible destinations.

#2 - 2017-06-04 06:54 AM - bjcasey

- Status changed from New to Implemented

With Patch # 18, you can now add anoms to a navigation list. I did not make the generic @OreSite options yet. That will come at a later date.