

## Quest Bot 3.00 BETA - Bug #1865

### Point to Point Navigation Flip Flopping

2017-03-13 04:52 PM - bjcasey

|                                                                                                         |  |
|---------------------------------------------------------------------------------------------------------|--|
| <b>Status:</b> New                                                                                      |  |
| <b>Priority:</b> Normal                                                                                 |  |
| <b>Assignee:</b>                                                                                        |  |
| <b>Category:</b>                                                                                        |  |
| <b>Target version:</b>                                                                                  |  |
| <b>vbulletin_issue_id:</b>                                                                              |  |
| <b>Description</b>                                                                                      |  |
| Seen most frequently on paths that were created using the automatic plotting.                           |  |
| I think this is due to the frequency of the plotting in relation to how fast we are moving with mounts. |  |
| You overshoot the nav point.                                                                            |  |
| Try to do something with RunSpeed and auto-adjusting the precision when pathing.                        |  |