

# BJScripts - Feature - Enhancement #1921

## Jetcan Rename Options

2017-06-20 03:02 PM - bjcasey

<b>Status:</b>	New	<b>Start date:</b>	2017-06-20
<b>Priority:</b>	Low	<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>			

### Description

Ship warps to fleet, mines -> jetsons ore from first cycle -> renames the can to CHARNAME:1 -> continues filling CHARNAME:1 -> changes CHARNAME:1 to CHARNAME:1FULL -> jetsons next ore as CHARNAME:2 -> repeats previous steps. As well as a log of sorts that would tell you how much of what ore was in each container (as in, say can1 had 10k, veld, 10k

pylo, can2 had 15k, veld, 5k, pyro). Gives shipping setups that use pre-existing fleets/mining ops a way to take advantage of mining ops.

<https://www.isxgames.com/f/threads/isxbyeve-astro-bot-open-beta.7739/page-2#post-50050>