

AstroBot - Bug #1942

Flee - Restart

2017-07-07 12:45 PM - bjcasey

Status:	Resolved	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		
Description		
After fleeing, it appears that the non-whitelist is not being reset. This means that the bot will immediately flee again, even if there is nobody else present.		

History

#1 - 2017-07-07 12:45 PM - bjcasey

- Tracker changed from Feature - Enhancement to Bug

#2 - 2017-07-08 06:33 AM - bjcasey

- Status changed from New to Resolved

This has been resolved in [Version 1.012](#)

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