

AstroBot - Feature - Enhancement #1964

Separate module activation timers

2017-08-01 10:03 AM - extremest

Status:	New	Start date:	2017-08-01
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Some modules, such as the fleet boosters have a very long bonus period compared to activation time. While others need to run much more quickly or slowly. It would be nice if we could control each module separately.			