

BJScripts - Bug #2016

Fleet Flee Inconsistancies

2017-11-23 12:44 AM - Nerumph

Status:	New	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		

**Description**

Currently, when a fleet-wide flee is called, only a handful of my fleet members actually respond to the command, resulting in alot of members remaining in the field, even despite enemies being in local.

All settings are exactly the same across the entire fleet: flee timer enabled, pilot standing enabled (on grid), pilot standing enabled (in local), "enable fleeing" (under settings) enabled, "Broadcast: Call for Fleet to Flee" enabled, "Receive: Fleet Flee" Enabled.

History

#1 - 2018-01-15 03:47 PM - bjcasey

NOTE: I wonder if the Request Transfer to Fleet Hangar pickup routine of the miner is skipping the flee condition check.