

AstroBot - Feature - Enhancement #2140

Please add flee conditions for invasion NPC.

2020-05-05 07:09 PM - gfeitosa

Status:	New	Start date:	2020-05-05
Priority:	Immediate	Due date:	
Assignee:	gfeitosa	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
<p>The Trigavian invasion NPC's in High-Sec are very hard to kill even for a fully tanked skiff.</p> <p>They were desined to quickly kill bots before it's able to kill them (even with tech 2 drones)</p> <p>Please add a toggle flee condition for those NPC's with a 2-minute wait (or user set wait time) before the miner return to the belt.</p> <p>NPC Id's are:</p> <pre>echo \${Entity[Name == Damavik].Name} Starving Raznaborg Damavik echo \${Entity[Name == Damavik].GroupID} 4028 echo \${Entity[Name == Damavik].TypeID} 52464 echo \${Entity[Name == Damavik].CategoryID} 11 echo \${Entity[Name == Damavik].Group} Invading Precursor Entities echo \${Entity[Name == Damavik].Type} Starving Raznaborg Damavik echo \${Entity[Name == Damavik].Category} Entity</pre> <p>This will allow the bot to flee and return without dying (the NPC's do not use warp scram) while allowing the option to kill the NPC's should the user wishes to do so.</p>			