

BJScripts - Feature - New #1460

Additional Flee Options

2015-10-04 04:41 AM - bjcasey

Status: Implemented	Start date: 2015-10-04
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description	
Attacker Information	
<ul style="list-style-type: none">• Is PC• Is NPC	
My Ship Health	
<ul style="list-style-type: none">• Capacitor Pct (10%) <=	

History

#1 - 2015-11-09 01:10 PM - bjcasey

- Status changed from New to In Progress

#2 - 2015-12-01 10:18 AM - bjcasey

- Status changed from In Progress to Implemented

Added with Patch # 13. You can now set a flee condition for your capacitor level.