BJScripts - Bug #1469

Combat Movement - KeepAtRange and Orbit Values

2015-10-11 05:16 AM - bjcasey

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

Description

Hardcoded to 1000m and forgot to change them to optimal distance.

History

#1 - 2015-10-14 08:02 PM - bjcasey

- Status changed from New to Resolved

Available with Patch # 4.