

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.