

## BJScripts - Bug #1479

### Mission Command - Gate Activate

2015-10-16 09:33 AM - bjcasey

<b>Status:</b> Resolved	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> This appears to not be working anymore. It processes the step and then just waits for jump warp to end even though it never activates the gate.	

#### History

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**#1 - 2015-10-16 05:08 PM - bjcasey**

- Status changed from New to In Progress

Was unable to reproduce this prior to Patch # 5. Will keep this open for a bit to monitor things.

**#2 - 2015-10-19 06:54 AM - bjcasey**

- Status changed from In Progress to Resolved

Available in Patch # 6.