

BJScripts - Bug #1492

Target switching

2015-10-20 06:25 PM - pz

Status:	Resolved	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		
Description Astro is changing targets after each (I think?) missile salvo, ends up swapping back and forth between targets until they die. Probably not noticeable unless you're weak like me and can't oneshot rats.		

History

#1 - 2015-10-21 02:01 PM - bjcasey

- Status changed from New to Feedback Required

Can you watch the basic module info and tell me why it's deactivating your missile launcher?

#2 - 2015-11-08 11:35 AM - bjcasey

- Status changed from Feedback Required to Resolved

This should be fixed with Patch # 12 and the implementation of @NextCombatTarget ByDist_XXXX.

Example:

Target_1 is 23km away. Target_2 is 19km away. My MaxRange is 24km.

When starting the modules, it will switch active targets to Target_2 because it is the closest. If Taget_1 becomes closer, but Target_2 is still within the activation condition range it will stay on Target_2. If Target_2 leaves the activation condition range, it will deactivate the modules which will make them available to be activated on the closest target that meets the activation condtions.