

BJScripts - Bug #1515

Combat Issues - Targeting

2015-11-07 09:21 AM - bjcasey

Status: Resolved	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
Primalz: It is still not always targeting the closest hostile first.	
really uncomfortable that it doesnt update targets to the ones nearest to me like.. it has my launches split on 2 targets 1 is at 15km (fine) the other is at 25km and my max range is 20	

History

#1 - 2015-11-08 11:01 AM - bjcasey

- Status changed from New to Resolved

This should be fixed in Patch # 12.

Target Page

• [REDACTED]