

BJScripts - Bug #1544

Flee - Nearest Station Option if no Station is in System

2015-12-16 12:00 PM - camikaze

Status: New	
Priority: Urgent	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description The Flee Option "TO NEAREST STATION" seems to break if there s no station in the system. It even turns off all modules so it s certain death.	