BJScripts - Bug #1546

Modules not activating while on Acceleration Gate Step in Missions

2015-12-16 01:50 PM - camikaze

Status:	New
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	

Description

While flying to a Accelration gate no modules activate, module checks don't seem to be running while slowboating to the gate.