

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.	