

BJScripts - Feature - New #1578

Tractor beam - Loot cans + wrecks

2016-03-02 01:32 AM - lilsammy

Status: New	Start date: 2016-03-02
Priority: Low	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	

Description

Just wanted to say great bot first of all, but I noticed last night that the tractor beam module appears under modules but has no options / function to be used.

Can this be implimented when looting wrecks when raiting reason being the loot part of my raiting cycles takes far longer than anything else because my battleship is very slow.

Another idea might be to allow the use of a salvager as well when raiting but tractor beam would save far more time allow for better efficiency while raiting.