

BJScripts - Bug #1827

QuestBot: Point to Point Navigation - Targeting self issue

2017-02-12 07:41 AM - srass

Status:	Closed	
Priority:	Normal	
Assignee:	bjcasey	
Category:	Broken Feature(s)	
Target version:		
vbulletin_issue_id:		
Description		
The bot is tending to not target/retarget itself all the time. In one instance, I have seen it where in an Overland Zone, it comes across a chest and tries to loot it. However, this chest does not belong to you and has restrictions on it, after trying to summon and/or loot it, you do not go back to targetting yourself to move on.		

History

#1 - 2017-02-22 12:32 PM - bjcasey

- Status changed from New to Feedback Required

Is this still an issue?

#2 - 2017-02-23 05:41 PM - srass

I have not done any new content with pathing yet and all my stuff currently has a target now before pathing is executed. You can close this and I will open a new ticket if I experience it in the future.

#3 - 2017-02-23 06:05 PM - bjcasey

- Status changed from Feedback Required to Closed