

AstroBot - Bug #1863

fleet mining with jetcans

2017-03-12 08:44 AM - gnosh

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

Description

Discovered an issue while running multiple clients. Sometimes the mining foreman/orca will get hung up trying to loot what appears to be an empty jetcan. The jetcan isn't actually empty.. this appears to be a bug in Eve when multiple clients are simultaneously manipulating inventory in a jetcan. The jetcan inventory seems to get de-synched between clients. Ensuring that only one client had a jetcan open at a time may solve this problem.

History

#1 - 2017-04-23 06:47 PM - bjcasey

- Status changed from New to Accepted

Loot Page - Checkbox - Use Jetcan Permissions - When enabled, pilots will not touch (tractor/target/open) jetcans that do not belong to them unless the owner gives permission. The idea behind this is the hauler/orca asking for permission to tractor/open a jetcan and the miner only giving permission once they are finished with transferring their ore to it.

#2 - 2017-04-29 10:47 AM - bjcasey

- Status changed from Accepted to In Progress

Look into making a dump index command.

Looting still seems off sometimes. Add additional debug info to diagnose.

#3 - 2017-04-29 10:48 AM - bjcasey

Save the checkbox.

Add a routine to clean up the list of nonexistant jetcans.

#4 - 2017-04-29 09:40 PM - bjcasey

When adding a jetcan that you own to the approved list, add all existing jetcans that you own as well that don't already have approval.

Write to file when a jetcan is approved and when it is removed from the approved list for not existing. I think it might be removing the wrong jetcan on occasion, which is causing permission issues.

#5 - 2017-04-30 10:22 AM - bjcasey

- Status changed from In Progress to Resolved

This will be available in Patch # 18.

#6 - 2017-05-20 10:15 AM - bjcasey

- Status changed from Resolved to In Progress

There needs to be a redundancy built in to check that jetcans are actually being approved. In some cases, they are not being approved.

UIController script could scan for jetcans that belong to the miner and add them to a jetcan list with the time they are added. After a specific amount of time has passed, the jetcan will timeout and automatically be approved.

#7 - 2017-05-23 03:34 PM - bjcasey

- Status changed from In Progress to Resolved

Every 30 seconds, miners will check to see if there are any cans missing from their approved list as long as they are not in the jettison routine.