

AstroBot - Bug #1891

Burst Modules

2017-04-23 02:26 PM - bjcasey

Status: Resolved	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
I need to do something with them for the following scenarios:	
*Gate jumping	
*Docking	
*Ammo reloading	

History

#1 - 2017-04-30 02:44 PM - bjcasey

- Status changed from New to In Progress

invTypes

groupID = 1770 (Command Burst)

typeID = 43551 (Mining Foreman Burst II)

dgmTypeAttributes

attributeID

2471

2473

2537

2343 - disallowTethering

54

1795 - reloadTime - defaultValue = 10000.0

422

633

2469

50

277

278

279

184

1920 - disallowActivateInForceField

2354 - disallowDocking

2396

2535

978

763

30

1872

1879

1880

1881

1882

2065

183

604

1298

1299

1300

1301

6
9
56
73
182

#2 - 2017-05-01 09:52 AM - bjcasey

Add command bursts to PAC CombatOnly.

#3 - 2017-06-20 02:44 PM - bjcasey

Next Patch:

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#4 - 2017-06-21 04:24 AM - bjcasey

- Status changed from *In Progress* to *Resolved*