

## AstroBot - Feature - New #1900

### Hauler support for Abscam

2017-05-17 09:44 AM - Hinge

<b>Status:</b>	Implemented	<b>Start date:</b>	2017-05-17
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			

#### Description

Hi BJ,

Thanks for all the effort you put into this.

I just need a hauler that can service the jet cans of all fleet members and either drop off at a POS corporate hanger array or a citadel.

The hanger array is optimal as its faster and doesn't mess with the mining foreman bursts like a citadel will, but as you've stated, its hard for you to test.

Since the Orca is too slow to use in an "automatic" fashion in Null sec, i use the Porpoise, however the fleet hanger on a Porpoise is only 5000 m3, far too small to use as a non jet can drop off point.

The perfect hauler for me would be a Porpoise, using the Ore hold, bursting while on grid in the field and either "not" bursting as it warps out to a citadel or just screw it and send it to the POS array and not care about the bursts.

-Hinge

#### History

##### #1 - 2017-05-17 03:38 PM - bjcasey

- Project changed from BJScrips to AstroBot  
- Status changed from New to Accepted

##### #2 - 2017-06-06 04:29 PM - bjcasey

Looting - Change where it ignores a looted jetcan. Add pickup of fleet hangars.  
Pickup Mode - Add when requested.

##### #3 - 2017-06-23 02:18 PM - bjcasey

- Status changed from Accepted to Implemented

The original feature request has been completed:

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The additional requests have been split off into their own request (pickup when requested).