

AstroBot - Bug #1962

Deactivate mining modules if cargo full

2017-07-31 02:21 PM - extremest

Status:	New	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		
Description		
When an ore hangar is full mining lasers should not continue. Otherwise any ore they mine goes into the ether and is wasted.		

History

#1 - 2017-08-01 10:00 AM - extremest

Also to consider with this, I personally use a low "full" setting for my ore hangars in order to more often move to fleet booster. (partially to mitigate time for hauler transit - while still allowing mining lasers to run)

Because of this, I mean actually full, instead of the defined value in settings. If that makes sense.