

## AstroBot - Bug #1963

### Won't defend if "Assist Fleet Members" disabled

2017-08-01 09:43 AM - extremest

<b>Status:</b> New	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
As the title implies, a pilot will not defend itself if "Receive: Assist Fleet Members" is not checked.	
ie: Miners; when targetted; won't target, launch drones and attack if that setting is not enabled. This was a settings change I made so that not EVERY pilot in my fleet would launch drones, looking very "bot-ish". Also, it was silly with empire rats. My temporary work-around is to have the orca not use mining drones and instead respond to all calls for fleet member assistance.	

#### History

##### #1 - 2017-08-19 05:27 AM - extremest

This is a very sporadic issue where sometimes none of the bots (both the initial target and any assign to respond to fleet requests) fail to target and attack an NPC. I can't quite find a rhyme or reason yet.