

AstroBot - Bug #1970

Approaching From Multiple Functions

2017-08-06 09:09 AM - bjcasey

<div>Status:New</div> <div>Priority:Normal</div> <div>Assignee:</div> <div>Category:</div> <div>Target version:</div> <div>vbulletin_issue_id:</div>	
<div>Description</div> <div>If AstroBot is required to approach a target and the approach function is called from multiple sources (ie. main script and module script), it will bug out waiting for approach, but not be moving at all.</div> <div>Fix: Add a check to the call for approach. If it is already approaching a target, skip it.</div> <div>Fix 2: Add a check to the wait for approach, that if you aren't approaching, it attempts to approach the target.</div>	

History

#1 - 2017-08-17 09:34 AM - bjcasey

Hauler is forgetting that it's inventory is full when it is approaching when the condition is met. This leaves it in a stuck state where it does not warp to station.