

# AstroBot - Bug #1992

## Combat Targets

2017-09-09 03:24 PM - bjcasey

<b>Status:</b> Resolved	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> Needs an overhaul to be redone similar to how mining is now cached.  Should not be spamming: Target #2 [NULL / NULL] entity does not exist. Calling cleanup routine. -- Skipping target.	

### History

#### #1 - 2017-09-10 11:52 AM - bjcasey

- Status changed from New to Resolved

This should be resolved in [Version 1.021](#).

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#### #2 - 2017-09-10 06:17 PM - bjcasey

- Status changed from Resolved to In Progress

[5] Target #1 cannot be assigned to [NULL / NULL] because it has already been assigned to Target #1. -- Skipping target...

#### #3 - 2017-09-11 06:48 PM - bjcasey

- Status changed from In Progress to Resolved

This should be resolved in [Version 1.022](#).

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