

AstroBot - Bug #1992

Combat Targets

2017-09-09 03:24 PM - bjcasey

Status:	Resolved	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
vbulletin_issue_id:		
Description		
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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