BJScripts - Feature - Enhancement #2005

Modules/Drones Overhaul

2017-09-28 02:34 AM - bjcasey

Status:	New	**Start date:**	2017-09-28
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Similar to how targeting and inventory routines have been recently overhauled, it is time for modules to get some lovin'.

The general idea is to make the modules routine faster, more accurate and provide better options.

Modules:

Split into 3 categories: Needs Active Target, Self Target and Drones

Needs Active Target: Requires a target to activate. This part of the routine may work a bit slower due to needing to ensure that it is on the correct active target.
Self Target: Does not require a target to activate. These should activate/deactivate very quickly because it doesn't need to check for a target.
Drones: Similar to Needs Active Target