

BJScripts - Bug #2018

Solo Miner, Unload At Station, Hang Up on Second Undock

2017-11-23 01:04 AM - Nerumph

<div>Status:Resolved</div> <div>Priority:Normal</div> <div>Assignee:</div> <div>Category:</div> <div>Target version:</div> <div>vbulletin_issue_id:</div>	
<div>Description</div> <div>Currently, when a solo miner, or really any miner with "unload at station" set in its hold full options heads back for an unload, it will enter station, unload cargo, then exit the station. However, after this moment, the bot will endlessly move out of the station radius into space without initiating warp.</div> <div>In my own investigations, I found that the script, when warping off to the belt on initialization, takes distance to the belt into account when determining if it needs to warp or not. This process does not seem to be happening after that second undock acording to the logs I'm receiving.</div>	

History

#1 - 2018-01-01 08:54 AM - bjcasey

- Status changed from New to Resolved

This will be resolved with [Version 1.026c](#)

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