

BJScripts - Feature - Enhancement #2096

Disable select modules on flee

2018-08-28 12:02 PM - jubjub

Status: New	Start date: 2018-08-28
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description It would be nice to disable certain modules when a flee condition is triggered. Use case is an Orca using the Mining Foreman Burst modules in the high slot. They are unable to dock with those active due to the weapons timer.	