

BJScripts - Feature - Enhancement #2148

Improve short-cycle behavior

2020-05-21 06:07 PM - gfeitosa

Status: New	Start date: 2020-05-21
Priority: High	Due date:
Assignee: bjcasey	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description	
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Currently, the only function supported is a short-cycle module duration in 1/2.	
The proposed model works like this:	
Assumptions:	
1 - Currently implemented timers work accurately	
2 - We can activate Both Mining Lasers as a group (Both on the same asteroid, when short-cycling distributing lasers is an unnecessary complication)	
3 - We can get either free space on Ore Hold/Cargo Hold or (Max Cargo/Ore Hold Capacity - Used Ore/Cargohold capacity)	
Theory:	
1 - Calculate the time for an asteroid to die in seconds or 10th to seconds	
2 - Calculate the time until ore hold full	
3 - Adopt the shorter timer as a Mining Laser shutdown timer	
If the time until asteroid die > time until ore/cargo hold full	
Time to run = Time until ore/cargo hold full	
Else	
Time to run = Time until asteroid die	
Advantages:	
1 - Only one-timer will be running at any given time, ensuring it's activated properly	
2 - Easier target management coding because only one asteroid will be targeted at a given time and lasers activates as a group.	
3 - Easier target management when in fleet. (because each bot will only claim one rock on grit)	
4 - Can be built as a module activated via a UI checkbox.	
5 - Will reduce the time needed for the miners to break even, therefore, reducing detection and BAN risk.	
6 - Also It seems that the timer as it deactivates both mining lasers at the same time. Activating lasers as a group will only see the need for one active timer at any time. This will make implementation take a lot less work	

