

## ISXEVE - Feature - Enhancement #2193

### split the warp in autopilot into multiple steps

2021-12-22 01:27 AM - smokemonkey

<b>Status:</b>	New	<b>Start date:</b>	2021-12-22
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			

#### Description

Currently autopilot is improved with the easy approach of hacking the warp distance to 0.

This can be further improved if it can first align and accelerate to the target, and only enter warp state when speed is >75%

If this is done, I can make a bot which can do cloak-warp trick([https://wiki.eveuniversity.org/Cloak\\_trick](https://wiki.eveuniversity.org/Cloak_trick)) on every jump of autopilot, also bots can handle corner cases of 'warp scrambled in the last second before warping' better.

#### History

##### #1 - 2023-11-14 06:57 AM - Teht

smokemonkey wrote:

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This sounds more like a script request than something that should be put into the autopilot. I actually have a few scripts that do various travel safety techniques like the cloak warp trick, interdictions when hostiles are in local, and covops cloak. I'd have to clean it up to share it, but I'm pretty confident I'm not the only one that has solved this problem for themselves with existing isxeve functionality.