

## Timers - Explanation?

Posted by soulplayer - 2011/06/25 05:34

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Hellow,

I have to admit I don't get the new timer options? Can someone give an example on what it does and how do set it up?

Soul

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## Re: Timers - Explanation?

Posted by Slav2 - 2011/06/25 06:22

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It is like a switch ON->OFF->ON etc and works w/o stop. ON is a time when bot works, OFF if a time when bot does not work. ON and OFF periods are random and duration lies between minimal and maximal values defined in minutes. For example you want to add one day when you dont bot and 6 days when your bot works. One day has 1440 minutes, 6 days have 8640. To randomize ON and OFF periods start we set minimal time by 100 minutes less and max time by 100 minutes more, so your 4 values should be:

ON (MIN) = 8540

ON (MAX) = 8740

OFF (MIN) = 1340

OFF (MAX) = 1540

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## Re: Timers - Explanation?

Posted by soulplayer - 2011/06/25 14:46

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Thank you for the information. Although I know have a more severe problem: the First Run Wizard doesn't work. It keeps saying: "First Run Failed".

I'll try again tomorrow with a fresh reinstall of both eve and eve pilot. If that doesn't fix it, I'll post the debug logs.

Grtz,

Soul

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## Re: Timers - Explanation?

Posted by Weehawk - 2011/06/25 19:47

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So the new timers will override the existing log on/off timers already in use?

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### Re: Timers - Explanation?

Posted by Slav2 - 2011/06/25 19:51

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Weehawk wrote:

So the new timers will override the existing log on/off timers already in use? No they will append them, so you can do nightly OFF time (timer1) + random ON-OFF hours during daytime (timer4).

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### Re: Timers - Explanation?

Posted by Weehawk - 2011/06/25 20:03

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So I would set timer one to be when I want the bot to log off for the night, and, if I wanted th bot to run for 6 hrs, timer 4 would be ON 350 - 370 and the OFF would be the rest of the day not included in timer 1, 2, or 3?

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### Re: Timers - Explanation?

Posted by Slav2 - 2011/06/25 20:28

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Weehawk wrote:

So I would set timer one to be when I want the bot to log off for the night, and, if I wanted th bot to run for 6 hrs, timer 4 would be ON 350 - 370 and the OFF would be the rest of the day not included in timer 1, 2, or 3? Night is 9h. So your total daytime is 15h. You need 6 hours ON and 15-6=9 hours OFF. You will mine at least ones during daytime for 6h, but start and stop time will be random withing 15h of a day.

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### Re: Timers - Explanation?

Posted by rockhammer - 2011/06/27 08:16

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sorry, but now i'm totally confused now...

would you mind providing a specific example for the following mining schedule?

- 6 days per week
- 8-10 hours each day
- preferred morning hours (so local time range between 08:00 and 18:00)

out of the 5 timers, which would need to be set? and how should they look?

sorry to ask you to do the work for me here... but i think it could help others to understand it more clearly giving a specific example.

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### Re: Timers - Explanation?

Posted by Slav2 - 2011/06/27 08:31

<http://www.macrolab-online.com/images/fbfiles/images/3timers-20110627.png>

Timer 1 opens mining operation during days only from 8:00 till 18:00 (10 hours)  
Timer 4 divides this max interval by 8 - 10 ON and 0 - 2 OFF, you basically have 0-2h random shut downs each day during 10h working time with these settings.  
Timer 5 enable 6 day ON and 1 day OFF intervals

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### Re: Timers - Explanation?

Posted by rockhammer - 2011/06/27 09:57

perfect! thank you very much!

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### Re: Timers - Explanation?

Posted by botforlife - 2012/03/09 22:18

I would like to set up my miner to the following parameters:

- 1) Never work from 20:00 -to- 08:00
- 2) For every 4-5 hours to be afk for anywhere from 30 to 45 minutes
- 3) For every 5 to 8 hours I want the miner to log off the client for a break anywhere from 90 to 120 minutes. I have set the timers in the following configuration. Please let me know if I am correct in my logic to accomplish all of this:

- 1)Enable. Start at: 20:00 Till: 08:00
- 4) EVE ON: 240\_\_ - 300\_\_ OFF: 30\_\_ - 45\_\_ (Idle box checked)
- 5) EVE ON: 300\_\_ - 480\_\_ OFF: 90\_\_ - 120\_\_ (Idle box NOT checked)

My understanding is that if I leave computer on with Eve Pilot program on, it will not need me to hit 'continue' in order for it to start every day, right? What if I start my computer up and load Eve Pilot, if the timers are such that that current time of the day is 'on time' will it automatically run at that point?

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## Re: Timers - Explanation?

Posted by Slav2 - 2012/03/10 03:03

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Your settings are correct. Lets look into your settings closer.

From 20:00 till 08:00 is 12 hours.

This 12h working time will have two idle timers (#2) for 30-45 minutes and one or two off times for 90-120 minutes.

Minimal working time will be  $12h - (45m * 2) - (2h * 2) = 6.5h/day$

Maximal working time will be  $12h - (30m * 2) - 90m = 10.5h/day$

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## Re: Timers - Explanation?

Posted by botforlife - 2012/03/10 14:05

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Thanks Slav!

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## Re: Timers - Explanation?

Posted by brenosilver - 2012/05/30 13:34

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Hi Slave, a dumb question here...

I live in EST time, so should I change the DT time to 06:50 to 08:05 or leave like it is now? Because I noticed the bot is not logging off when DT starts.

Thank you!

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## Re: Timers - Explanation?

Posted by Famine - 2012/05/31 02:00

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Any time in the bot is based on UTC time, (i.e the time it is in Eve Online)

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## Re: Timers - Explanation?

Posted by brenosilver - 2012/05/31 09:29

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Ok, the timer is not working as it should for me...The standard timer for DT was not working, so I assumed I had to change it to EST, so I did....

I'm at EST which is 4 hours earlier than UTC.

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I used some of your examples: I don't want the bot to work between 18:00 (10pm EST) to 06:00 (10am EST) with intervals of 30 to 45 mim for every 4 to 5 hours on, and 1 day off in a week.

<http://dl.dropbox.com/u/44594237/evepilotimer.jpg>

It's 16:25 UTC now and the bot did not start at 06:00 and it is still off with the msg "EVE start delayed because log off timer in progress.

Please enlighten me oO

Thanks

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### Re: Timers - Explanation?

Posted by bazbaz - 2012/05/31 09:38

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Hi,

a really nice feature for the trader would be possibility to stop eve after updating the orders, and possibility to set a random interval between updates.

so ep would start eve / update orders / stop eve a random lapse of time .... and restart

i think it's possible to do this with timers already existing but a lot more complicated

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### Re: Timers - Explanation?

Posted by drethic - 2012/05/31 11:08

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brenosilver wrote:

I used some of your examples: I don't want the bot to work between 18:00 (10pm EST) to 06:00 (10am EST) with intervals of 30 to 45 mim for every 4 to 5 hours on, and 1 day off in a week.  
Your 5 hours behind UTC. 1800 UTC is 1300 (1pm EST) and 0600 UTC is 0100 (1am EST)

So change your times a bit and it should begin to work.

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### Re: Timers - Explanation?

Posted by brenosilver - 2012/05/31 17:26

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I know I already changed, I want it to shut off 22:00 pm est, so I set 18:00...its not working...it's still running

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**Re: Timers - Explanation?**

Posted by Slav2 - 2012/05/31 21:07

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bazbaz wrote:

possibility to set a random interval between updates You should use in-station delay min-max to get random order update intervals.

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**Re: Timers - Explanation?**

Posted by Slav2 - 2012/05/31 21:09

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brensilver wrote:

I know I already changed, I want it to shut off 22:00 pm est, so I set 18:00...its not working...it's still running Timers are checked in station/POS. Timers do not stop current bot operation. If you need timer to work in some particular place, edit algorithm with algorithm editor.

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**Re: Timers - Explanation?**

Posted by bazbaz - 2012/06/01 00:34

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You should use in-station delay min-max to get random order update intervals

yes but i think this randomize the time between 2 differents orders, for example

item A - random - item B - random - item C

i'd like to update all orders, close eve, wait a random time and restart.

a checkbox "close eve when done" near or instead of "close market when done" would be really nice and random option for updating orders too but less important

because i'd like to just launch the batch manually one time, i don't need it to run always a long time

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**Re: Timers - Explanation?**

Posted by Slav2 - 2012/06/01 02:12

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If you want to close eve when trader finished work (or disabled) you may edit algorithm:

500: Trader()

to

500: Trader()

and if you wanted to restart you need this line instead:

500: Trader()

and define restart delay. Restart delay is not randomized, you will need to setup random timer to randomize startup time

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### Re: Timers - Explanation?

Posted by bazbaz - 2012/06/01 06:46

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Thank you very much :)

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### Re: Timers - Explanation?

Posted by brenosilver - 2012/06/26 16:16

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I think timer is bugged...I mean...I'm trying to set this thing correctly for 1 month and i'm still not there...

I want it to run from 12:00 to 16:00 pause then from 18:00 to 23:00 with every 4~5 hours intervals of 25~35 mim.

This is my 4th setting I went through.

- 1) Start at: 23:00 Till 12:00
- 2) Start at: 16:00 Till 18:00
- 4)Eve on: 240 ---- 300 Off: 25 --- 35

at this setting bot after 10 mim on enters in logoff 4, and it is not starting at the desired time.

Please someone could draw it for me??? goshh =/

Thank you so much!

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### Re: Timers - Explanation?

Posted by LoPhatMelk - 2012/08/12 06:39

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brensilver wrote:

I think timer is bugged...I mean...I'm trying to set this thing correctly for 1 month and i'm still not there...

I want it to run from 12:00 to 16:00 pause then from 18:00 to 23:00 with every 4~5 hours intervals of 25~35 mim.

This is my 4th setting I went through.

- 1) Start at: 23:00 Till 12:00
- 2) Start at: 16:00 Till 18:00
- 4)Eve on: 240 ---- 300 Off: 25 --- 35

at this setting bot after 10 mim on enters in logoff 4, and it is not starting at the desired time.

Please someone could draw it for me??? goshh =/

Thank you so much!

I am having this same problem as well. I thought I had my schedule setup correctly also, but it keeps deciding to goto bed shutdown for the night way to early.... I wonder if we should set our local time to same time as Eve if that would help.

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### Re: Timers - Explanation?

Posted by Slav2 - 2012/08/12 13:38

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Timers are bugged I think. Your settings are correct. I could never understand what is the problem with timer although.

I have seen in the log as timer switched on its own (like during memory fault). The timer's code is so easy, that it is not possible to break (or repair when it is broken).

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### Re: Timers - Explanation?

Posted by LoPhatMelk - 2012/08/13 08:10

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Slav2 wrote:

Timers are bugged I think. Your settings are correct. I could never understand what is the problem with timer although.

I have seen in the log as timer switched on its own (like during memory fault). The timer's code is so easy, that it is not possible to break (or repair when it is broken).

So what do you suggest we do?

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### Re: Timers - Explanation?



Posted by Slav2 - 2012/08/13 14:48

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LoPhatMelk wrote:

Slav2 wrote:

Timers are bugged I think. Your settings are correct. I could never understand what is the problem with timer although.

I have seen in the log as timer switched on its own (like during memory fault). The timer's code is so easy, that it is not possible to break (or repair when it is broken).

So what do you suggest we do?1-3 timers linked to computer clock time and works ok.

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## Re: Timers - Explanation?

Posted by dummymang - 2012/10/07 01:04

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Alrighty, I can't believe I still don't understand the timers fully, or perhaps it's a bug, but I figured I'd come to the source. I've read the help file numerous times, read all the threads, so forgive me if this has been answered somewhere...

First off: What exactly do the "interval timers" do? I know they randomize something, but what? If possible, give me an example. Let's say I have it set up to turn ON at 5:00 a.m., and OFF at 10:00 a.m., with the interval timer set to 600 (10 minutes). What is the end result? Does this mean it will start and stop within a random range of the given times, that random amount limited by whatever is entered (default is 600 seconds)?

Second question: Do timers 4 and 5 HAVE to have any of timers 1-3 activated? If I do need to have timer 1,2, or 3 activated, can I just set the start/stop time to be equal? Let's say I want it to run for 1-2 hours with a 15-30 minute idle time for 10-20 minutes. This would happen regardless of when I run the program, like if I'm just stepping out for awhile. I am guessing this means timer 4 would be:

ON:60-120

OFF:15-30 (idle checked)

Last question: Assume I'd like to set it up so it runs for 2-3 hours with a 30-60 minute break (logoff) in there. I assume timer 5 would be:

ON:120-180

OFF:30-60

If both 4 and 5 are enabled, will this do both?

Sorry for the lengthy and detailed questions, I'm just so confused by what looks straightforward, even after trying it out a few times. Starting and stopping seems to have no problems, it's this random login/out thing which has me scratching my head...

Thanks in advance!

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## Re: Timers - Explanation?

Posted by Slav2 - 2012/10/07 01:44

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dummymang wrote:

First off: What exactly do the "interval timers" do? I know they randomize something, but what? If possible, give me an example. Let's say I have it set up to turn ON at 5:00 a.m., and OFF at 10:00 a.m., with the interval timer set to 600 (10 minutes)? First time your will login at 5:00 a.m, log off at the time after 10:00 a.m (timers checked in stations only). Range is 600 but first randomization interval is 0. Next times bot will add random 0-10 minutes to login/logoff times like start at 5:04. stop at 10:06, start at 5:08 etc.

This also goes for the interval timer setting on timers 4 and 5 - what do they do?Nope, these timers have randomization by design. They act like stop watch with random intervals.

Second question: Do timers 4 and 5 HAVE to have any of timers 1-3 activated?

Nope. They are separate from 1-3 timers and global (each client shares the same settings).

Last question: Assume I'd like to set it up so it runs for 2-3 hours with a 30-60 minute break (logoff) in there. I assume timer 5 would be:

ON:120-180

OFF:30-60

If both 4 and 5 are enabled, will this do both?Settings are correct. 4 and 5 timers will work at the same time if enabled.

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## Re: Timers - Explanation?

Posted by dummymang - 2012/10/07 10:02

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Excellent! Thanks! I had run some tests and wasn't sure if I had the settings right, or if my timing was off or what. Thanks again!

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## Re: Timers - Explanation?

Posted by Eveman99 - 2013/02/09 08:27

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So if i want to pretend 20hours mining and 4 hours sleeping, without randomizing, i just have to activate 4) with :

ON:1200-1200

OFF:240-240

The sleep phase would still be random, somewhen during the 24 hours but exactly 4 hours long.  
Correct ?

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## Re: Timers - Explanation?

Posted by Slav2 - 2013/02/10 08:43

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Eveman99 wrote:

So if i want to pretend 20hours mining and 4 hours sleeping, without randomizing, i just have to activate 4) with :

ON:1200-1200

OFF:240-240

The sleep phase would still be random, somewhen during the 24 hours but exactly 4 hours long.  
Correct ?

You will have exactly 1200 minutes online + 240 minutes offline intervals with these settings. There are no way to make just one random delay for 4 hours during 20 hour online time. Timers 4 and 5 add delays as a queue. You can set minimal online time like 240 minutes and maximal like 1200 and you will have intervals from 4 till 20 hours followed by 4h of offline intervals. But this way bot may add several 4h delays during the same day.

Dont try to bot during 20h a day if you dont want to be banned in 2 weeks. Use bot the same way as you would play manually.

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## Re: Timers - Explanation?

Posted by Eveman99 - 2013/02/23 02:55

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This seems not to work or i am too stupid :

I activated only timer 4 with :

ON: 140-340

OFF:1000-1200

This should mean each day i am on for 140-340 minutes and the bot stops working after that period for 1000-1200 minutes. Then it starts again for 140-340 minutes.. is this correct ?

But this is not happening, the bot is not stopping after 140-340 minutes and just goes on and on with mining :-)

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## Re: Timers - Explanation?

Posted by lcestorm - 2013/02/23 10:11

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I've again some problems: Timers seem not to work altogether. If Starttime is set, it does not start when time is reached.

Also, the Timer settings are only shared for Timer 4, 1-3 are to be set manual at every Client.

Is there something I do wrong here?

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### Re: Timers - Explanation?

Posted by spinter - 2013/02/23 13:30

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<http://clip2net.com/s/2RX9M>

this settings at point 4 should't make random log offs from 0 to 120 minutes (offline time) and to mine from 6 hours to 10 hours every day randmoly . becouse i noticed that there are no log offs. the bot starts after down time but it does's make any change. or pls give me the settings so that the bot can mine from 8 to 10 hours a day with random pauses from 15 minutes to 2 hours. thank you.

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/02/23 17:55

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Eveman99 wrote:

This seems not to work or i am too stupid :

I activated only timer 4 with :

ON: 140-340

OFF:1000-1200

This should mean each day i am on for 140-340 minutes and the bot stops working after that period for 1000-1200 minutes. Then it starts again for 140-340 minutes.. is this correct ?

But this is not happening, the bot is not stopping after 140-340 minutes and just goes on and on with mining :-(

Timers are checked in station. If you jettison containers and want to use timers need to rewrite algo and add timers check to the mail loop during mining.

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/02/23 18:03

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lcestorm wrote:

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I've again some problems: Timers seem not to work altogether. If Starttime is set, it does not start when time is reached.

Also, the Timer settings are only shared for Timer 4, 1-3 are to be set manual at every Client.

Is there something I do wrong here? Again, timers are checked in station/at POS in default algorithm. Jetcont usage was added later then timers. If necessary add timer checks to the general miner loop. I dont see any real necessity to add timers here, besides if you use jettison containers and dont visit station every 20-30 minutes. Login off in space is not a good idea. That is why timers are checked in station only.

Timers 1-3 were split when I realized that they may be used to start one client at one time and another client at another time. Timers 4-5 are synchronized between clients to be able to login and logoff all clients at the same time. Synchronize timers 1-3 manually if you want them to be the same

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### Re: Timers - Explanation?

Posted by lcestorm - 2013/02/24 00:26

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But still: They won't start at all, when Timers are set.

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### Re: Timers - Explanation?

Posted by Eveman99 - 2013/02/24 07:12

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Slav2 wrote:

Eveman99 wrote:

This seems not to work or i am too stupid :

I activated only timer 4 with :

ON: 140-340

OFF:1000-1200

This should mean each day i am on for 140-340 minutes and the bot stops working after that period for 1000-1200 minutes. Then it starts again for 140-340 minutes.. is this correct ?

But this is not happening, the bot is not stopping after 140-340 minutes and just goes on and on with mining :-)

Timers are checked in station. If you jettison containers and want to use timers need to rewrite algo and add timers check to the mail loop during mining.

OK but i would say my Retriever is docking every 30 minutes (more or less), and as this is i would say in the 1000-1200 minutes of (bot no activity) the bot should stop at the first visit in a station (where the check occurs, if i understand you correctly).

But bot is not stopping.

Re: Timers - Explanation?

Posted by Slav2 - 2013/02/24 19:34

Guys, create log file. I need details to start any checks.

Re: Timers - Explanation?

Posted by jss59 - 2013/03/18 15:55

Will the timer function work with a trial acct? I have trial acct, and want to test it. I used the default settings in the FAQ tutorial, but bot timer doesnt seem to start.

Re: Timers - Explanation?

Posted by Slav2 - 2013/03/18 21:17

Timers work with trial account. Dont confuse timer start time and eve start time. When timer starts eve stops. Timers are checked in station and during eve start. They dont force you to log off in space.

Re: Timers - Explanation?

Posted by Eveman99 - 2013/03/29 09:23

Slav2 wrote:

Timers work with trial account. Dont confuse timer start time and eve start time. When timer starts eve stops. Timers are checked in station and during eve start. They dont force you to log off in space.

How can this timer be "force checked in space" ? Because if you, for example, set timer 4 to "pause every 120 minutes for 40 minutes" if things run unlucky, my miner never is in a station when the timer hits the "120 minutes" but mining in space instead at that point of time.

Got 2 bans because the break (and the checkpoint) was skipped because the miner was in space when the break was to occur and not in station.

You could make a checkbox for that in the next Evepilot version ?

Re: Timers - Explanation?

Posted by Eveman99 - 2013/03/29 09:38

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Another solution would be that Evepilot "remembers" the check and carries it out the next time when docking to a station.

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/03/29 10:06

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4-5th timers may not be skipped completely, but delayed if you are too late. They will apply following interval next time when you visit to station. To make timers work in belt you need to edit algorithm and add timers to main miner loop. But I doubt it is a good idea to log off in belt and did not add these timers here.

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### Re: Timers - Explanation?

Posted by Eveman99 - 2013/03/29 15:17

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Ahh ok, if the offtimes are just delayed since the next station docking it is ok.

I thought they would be skipped completely.

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### Re: Timers - Explanation?

Posted by Bleeze - 2013/06/25 14:07

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so i fail. tryin to make timers work. i need help. what i need is this.

this is all central time zone times im listing here.

4am to 6am i need my computer.  
bot can run from 6am to 3pm.  
3pm to 9 pm need computer.  
9pm to 4 am bot can run.

any kinda pauses or log on/off inbetween would be nice but i cant get ahold of this thing. other then that i love this bot. im in awe just wathing it.

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/06/26 00:52

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Check these settings:

<http://www.macrolab-online.com/kuploads/images/timers-20130626.png>

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### Re: Timers - Explanation?

Posted by Bleeze - 2013/06/26 03:05

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thank you sir. gonna run it today see if that times it correctly.

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### Re: Timers - Explanation?

Posted by Derpsky - 2013/07/07 21:13

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So I'm not sure if my timezone impacts proper use of the timers but if you could help me out I'd be SO thankful.

I'm in the Pacific Standard Time zone.

I want the bot to run while I'm sleeping, and then a few hours while I'm at work. (from 10pm to 11am)

I'd like the bot to permanently sleep from 11:00am to 10:00pm

My main interest is in avoiding a ban.

If you could send me a picture like you did above showing what you think my optimal settings would be, that would help me out a LOT.

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/07/08 16:46

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You going to bot for more then 12 hours? 10pm->11am is working time and it is 13h, then you going to add a few hours while you are at work? Dont bot while you are at work at all. Bot during night's 13h interval with one or two delays for 1-2h every 5-7h:

<http://www.macrolab-online.com/kuploads/images/timers2.png>

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## Re: Timers - Explanation?

Posted by Derpsky - 2013/07/09 08:38

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Thanks Slav, this looks to be working quite well!

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## Re: Timers - Explanation?

Posted by rich - 2013/07/22 16:11

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how i can set the timers to go every 6h idle to make PI?

i used the the time 4 and 5

4: on 300-360 off 360-420 unchecked

5: on 8600-8700 off 1400-1500 unchecked

i want he is every day 5-6 h on and 6-7 h off allover a day 10-12h on

but how i can set he should go idle 4 time a day ever 6h?

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## Re: Timers - Explanation?

Posted by Slav2 - 2013/07/23 23:05

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If you want to do just PI, you may use 4th timer like this:

EVE ON 1-1 EVE OFF 1-1 IDLE, so every 1 minute bot will start idle interval for another minute.

EVE ON 300-360 EVE OFF 360-420 will log eve off for 5-6h every 6-7 hours.

If you going to mine, you define PI restart interval as 6h, and set to check for a timer e.g. every 1h:

EVE ON 60-60 EVE OFF IDLE 1-1

Bot will go to station before the end of a mining round every 1 hour to restart (or check that time is not appropriate) PI jobs. I dont think there is better way exist, as mining itself takes time. Better way is to rewrite algorithm and do PI jobs in belt during mining, but this way may bring problems to zero miners.

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## Re: Timers - Explanation?

Posted by rich - 2013/07/24 10:59

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hi,

Does the bot go idle if the timers 1-3 set to off?

e.g.

timer 1 on 18 off 8

timer 4 as you wrote EVE ON 60-60 EVE OFF IDLE 1-1

does he still goes every hour idle?

you worte here

<http://www.macrolab-online.com/en/forums/25-support/26925-pi-and-courier-bot>

PI takes 10 min

should take timer 4 to 1-1 or 10-10

i you use the courier bot only.

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## Re: Timers - Explanation?

Posted by Slav2 - 2013/07/24 16:51

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You dont need to increase idle timer for more then a minute because PI will not stop if idle timer expired. I think every time when you visit station you will have this idle timer applied.

Timers work separately from each other. But result is a summ of effects. So 4th timer will work and count idle intervals if 1-3 timers disabled.

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## Re: Timers - Explanation?

Posted by trophius - 2013/08/06 01:04

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Srry Slav this has got me totally beaten.

So far I have tried to do it as you say and have failed miserably.

I want to be mining from 6pm to 4am (10 hours) Monday through to Friday (I will switch it off Saturday morning)

I run it on 2 clients and get a message saying something like Client 1 needs to do 1st run before continuing. I do first run then get the same message for client 2 then it rinses and repeats.

So I have 2 questions

- 1 ) How long before it is due to start do i need to run first run?
- 2 ) What should my timer settings be?

<http://gyazo.com/cc60534318de8d4298d8a24e1f4c902e>

Hope you can help

Many thanks

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### Re: Timers - Explanation?

Posted by trophius - 2013/08/07 05:12

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been reading everything in here and would like to know would this work?

<http://gyazo.com/5be07023c6efb9a2f9d824ef1af6e211>

I want it not to do anything during the day and to switch on at appx 7pm and off at 4.40 am.

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### Re: Timers - Explanation?

Posted by dynamodon - 2013/08/14 15:38

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what is the purpose of timer 3?

Is there a way using the timers to just let evepilot work for 3 (or x amount) hours and shut down?

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/08/15 05:48

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timer 3 as timer 1 and 2 makes login or logoff based on the clock schedule.

No one timer can switch off bot completely, but you may add timer 4 to play required time then log off for a week. When you see that client is not running, restart bot.

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### Re: Timers - Explanation?

Posted by Nuker22110 - 2013/08/16 19:40

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hi i have tried to adjust the timers but i think im doing it wrongly. Id appreciate your help.  
what i need is,

I would like to run the bot immediately after DT @ 2000 local time for 12 hrs, 7 days a week  
(local times are in UTC+8)  
2000hrs - 0800 hrs

please advise on randomization timers/ log off intervals. I read its best to split the 12 hrs into 2 sessions.

Also, i will be away on alternate weeks in a month, so i need the bot to run autonomously(ie, after crash, auto restart, after ELO, auto restart, after timer ends, auto restart). Also, even though ive set BM to 30, the bot only seems to have 13 BM for asteroid belts

Please show me the settings i need to achieve the above.

Thank you

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### Re: Timers - Explanation?

Posted by outlawdman - 2013/09/19 23:34

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ok, see if i have his right... i want to mine 10 hours a day from 1200 to 1700 and then again from 2400 to 0500. with 20 minute breaks every 3 hours or so. so i would put as follows

- 1) 0450-1150
- 2) 1650-2350
- 4) 150-180-0-20

?

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/09/23 09:12

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If you use miner you may set exact times:

- 1) 0500-1200
- 2) 1700-0000

bot will stop mining and return to station when timer started.

- 3) 150-180-20-20 (if you want 20minute breaks need to define min=max time, with 0-20 you will have random delays between 0 and 20 minutes)

Trader will start timer when the current job is finished, courier when traveling is finished and bot docked to station.

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### Re: Timers - Explanation?

Posted by Jerrirc1 - 2013/10/25 13:24

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brensilver wrote:

Ok, the timer is not working as it should for me...The standard timer for DT was not working, so I

assumed I had to change it to EST, so I did....

I'm at EST which is 4 hours earlier than UTC.

I used some of your examples: I don't want the bot to work between 18:00 (10pm EST) to 06:00 (10am EST) with intervals of 30 to 45 mim for every 4 to 5 hours on, and 1 day off in a week.

<http://dl.dropbox.com/u/44594237/evepilotimer.jpg>

It's 16:25 UTC now and the bot did not start at 06:00 and it is still off with the msg "EVE start delayed because log off timer in progress.

Please enlighten me oO

Thanks

i am having the same issue everytime i start the program it say AFK timer enabled even when i disable all timers how do i adjust it are the times eve time or est local time

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### Re: Timers - Explanation?

Posted by Slav2 - 2013/10/26 07:04

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Guys, bot accepts local time, but it does not check what is your timezone, if your country switch time earlier or later then other world etc. If you have problems, try to set timezone of your computer as UTC time and synchronize time with eve online. If timers in the experiment will work properly, the bug is related to your location (time and timezone settings).

p.s. If you live in USA and timers do not work, just wait till 3rd of the November and check timers again.

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### Re: Timers - Explanation?

Posted by rage - 2015/03/04 14:08

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hi, new at this trying to get timers to work but bot wont start at all??

this is what i got

- 1)Enable. Start at: 9:10 Till: 21:20 (Idle box NOT checked)
- 4) EVE ON: 240\_\_ - 300\_\_ OFF: 30\_\_ - 45\_\_ (Idle box checked)
- 5) EVE ON: 300\_\_ - 480\_\_ OFF: 90\_\_ - 120\_\_ (Idle box NOT checked)

i want the bot to run from 9:10 am to 9:20pm, 2 idle times and 1 logout time auto start is on

i got the setup from page 2 of this topic

i don't know if line 4, and 5 is wright or wrong

any help would be appreciated

thx

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## Re: Timers - Explanation?

Posted by rage - 2015/03/06 14:39

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ok fixed it and got it working i think lol...

one more question, is the autostart working? i have my pc set to turn on at 8:50 and evepilot starts at boot-up. i have the bot timers to start at 9:00 but nothing happens?

dose the bot have to be started manually by hitting continue??

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## Re: Timers - Explanation?

Posted by rage - 2015/03/07 11:53

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lol nm found the code to make it start after set up kicks in just ass /a to command line in shortcuts trying it out tomorrow

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