

Drones deployed but not attacking

Posted by My_Miner_Alt - 2011/06/25 07:08

Not sure how it happened, but when I looked at my client I had drones deployed and it was locking and unlocking rats and not attacking anything. I think the drones were actually trying to attack a rock. Could we have it click on the targeted rat in the overview to select it before it engages drones?

P.S. I love the loot faction wrecks. Just wish I could have a tractor and salvager on my hulk with 3 strip miners :laugh:

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/06/25 07:16

I just watched one of my clients do the same thing. Drones were deployed, miner locked and unlocked an NPC but never attacked them.

It is also repeatedly cycling one of the mining lasers, clicking it on then immediately off again.

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/06/25 07:18

My_Miner_Alt wrote:

Not sure how it happened, but when I looked at my client I had drones deployed and it was locking and unlocking rats and not attacking anything. I think the drones were actually trying to attack a rock. Could we have it click on the targeted rat in the overview to select it before it engages drones?

Ultramarine wrote:

I just watched one of my clients do the same thing. Drones were deployed, miner locked and unlocked an NPC but never attacked them.

It is also repeatedly cycling one of the mining lasers, clicking it on then immediately off again.

Produce log file. If you use VMWare, dont use it for logging. I will not fix VMWare bugs untill we have not stable version.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/06/25 07:25

I'll send you a log file shortly. I'm not using VMware.

I also noticed that of the 3 clients I run, they seem to be disconnecting and reconnecting very frequently. Hopefully the log file will show the cause of this too.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/06/25 08:23

Logs for all 3 clients sent just then.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/06/26 06:55

Any word on this bug? The fact that it is turning off my mining lasers and not fighting with drones makes it impossible to function.

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/06/27 00:43

Ultramarine wrote:

Any word on this bug? The fact that it is turning off my mining lasers and not fighting with drones makes it impossible to function. Please wait, I had RL things to do. I will fix all bugs until you continue report them.

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Re: Drones deployed but not attacking

Posted by My_Miner_Alt - 2011/06/29 07:14

I think that I saw what was messing the drones up. It seems to happen when it targets the top rat and before it can select that rat another rat approaches closer and ends up on the top of the list. It gets stuck in a lock unlock loop.

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Re: Drones deployed but not attacking

Posted by My_Miner_Alt - 2011/06/30 05:19

I finally had a good chance to get a log file for you. This is running on a Tiny7 guest under VMWorkstation. I can also confirm that it happens when the targeted rat is no changes position on the list. Could this be simply fixed by sorting by name?
http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20110630-3.txt

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/02 19:05

Slav, with the cycling of the first laser on and off and the inability to defend itself I can't mine and it's been over a week. I've got plex to pay for!

Any ETA on the patch?

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/02 19:44

Ultramarine wrote:

Slav, with the cycling of the first laser on and off and the inability to defend itself I can't mine and it's been over a week. I've got plex to pay for!

Any ETA on the patch? I publish the version currently in development here. This may solve problem with laser ON-OFF. Also check that you have no any active modules defined in high-1 slot. Bot will switch off laser as active module if you make mistake in settings.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 16:08

There are no active high slot 1 modules, I checked.

I tried your new version however it won't log in. At the log in screen, instead of deleting the saved username and pasting in the one from settings it just types it onto the end of the existing username.

The login screen ends up looking like this: UsernameUsername

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 20:16

Ultramarine wrote:

There are no active high slot 1 modules, I checked.

I tried your new version however it won't log in. At the log in screen, instead of deleting the saved username and pasting in the one from settings it just types it onto the end of the existing username.

The login screen ends up looking like this: UsernameUsername Sometimes I dont understand what is going on from description of the problem. Now it is obvious you have problems with mouse double clicks (click + click). And probably have problem with other combos (e.g. modifier + key). I have reuploaded evelot.zip, please check it. I wanted to publish it today (after additional tests), but need to make sure your problem also solved. Do you use VMWare? Try both modes SendInput and SendPlay (check SendInput to switch to SendPlay in Tools)

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 20:34

I don't use VM ware. I will re download your file and try both combinations of mouse movements and post back shortly.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 20:44

Tried all of that and nothing has changed. From watching the bot login it seems to move the cursor to the end of the username and then paste the username in again, leaving it with UsernameUsername.

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 20:48

Ultramarine wrote: Tried all of that and nothing has changed. From watching the bot login it seems to move the cursor to the end of the username and then paste the username in again, leaving it with UsernameUsername. I will try to add custom delays after mouse click and key pressures. Bot should double click to username field to select text. This does not work for you.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 20:50

It used to do this fine before the patch and subsequent version updates but now it doesn't. I'm trying a run now with manual update to see if the other issues are fixed.

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 20:51

Ultramarine wrote:

It used to do this fine before the patch and subsequent version updates but now it doesn't. I'm trying a run now with manual update to see if the other issues are fixed. Eve is different now. Have you adjusted mouseclick delays in windows?

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 21:03

I havn't adjusted anything. It is a separate machine that I only use for running the bot.

Just tested it with two clients with manual login. First client worked fine, second client had problems. Second client warped to the belt then sat there clicking on the 'distance' tab of the overview repeatedly (10-15 times) sorting it up and then down over and over. Finally warped to the belt then it did this again before targeting first roid. Again clicked distance several times before turning the first miner on and then off again. It looked like it double clicked the mining laser.

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 21:38

I have uploaded modified version where I added additional delays to mouseclicks and system keypressures. These settings available in Shared Settings->Custom Delays.

- Try to set longer mouse delay (like 30-300) and login again. Bot should not click to username field but select username with double click. Report if you was able to edit username field and what mouse delay you used. What OS and hardware do you have?

Link to updated version.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 21:46

Updated with your new file but there is no option for mouse click delay in the custom delays menu.

Using windows 7, AMD Athlon 64 X2 dual core processor 4000+ 2.1GHZ, 2GB RAM

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 21:59

I will reupload last version under different name. See link below.

<http://www.macrolab-online.com/images/fbfiles/images/version.png>

<http://www.macrolab-online.com/images/fbfiles/images/delays.png>

>>>LINK

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 22:12

Running a test now with a mouse click delay of 30. The login works now, let's see if the other problems are fixed too.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 22:22

1st client working fine, 2nd client still keeps clicking over and over on the 'distance' tab.

Also I noticed the mouse cursor moves much much slower now. Is that expected?

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 22:28

Ultramarine wrote:

Also I noticed the mouse cursor moves much much slower now. Is that expected? Yes, adjust mouse speed in settings to have faster mouse. Now each mouse path is divided by more micromovements with shorter delay between each move.

This should help to position mouse and probably fix some bugs related to it.

I will need screen and log from your second client. Also, just in case, check bitmap validation in error correction tab.
Some computers require this setting ON.

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 22:31

Ultramarine wrote:

Running a test now with a mouse click delay of 30. The login works now, let's see if the other problems are fixed too. You may try to revert setting to 0. If you used wrong version for tests, you never had this delay set yet.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 23:44

Ok, I turned bitmap on and reset mouse click delay to 0. Re running both clients, if it messes up I'll screenshot and send you logs shortly.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/03 23:54

Omg now its sitting there with the fitting window open while trying to check my mining laser yield.

It looks like it is not quite clicking on the correct spot.
Which mouse input mode do you recommend? Play or send input?

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/03 23:56

Ultramarine wrote:

Omg now its sitting there with the fitting window open while trying to check my mining laser yield.

It looks like it is not quite clicking on the correct spot.
Which mouse input mode do you recommend? Play or send input? Send Input is more like old (pre-incarna) mode. SendPlay mode should be more safe. Nvm, what laser you use? Simple mining laser?

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/04 00:00

Hulks with 3 strip miner 2's.

I'm so fed up with it I've just deleted everything, the entire program. I'll see if a fresh install changes it.

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Re: Drones deployed but not attacking

Posted by Slav2 - 2011/07/04 00:02

Ultramarine wrote:

Hulks with 3 strip miner 2's.

I'm so fed up with it I've just deleted everything, the entire program. I'll see if a fresh install changes it. The problem with laser info detection is common now. I will make screenshot recording in the next version here for debug reasons.

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Re: Drones deployed but not attacking

Posted by Ultramarine - 2011/07/04 02:03

Complete fresh reinstall of the program seems to have fixed the problem. 3 accounts ran fine on a short test cycle, now to let them go and see if its stable.

Thanks for your help today Slav.

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Re: Drones deployed but not attacking

Posted by Hurlz - 2012/04/26 00:42

I know this is an older thread, however I am experiencing a similar problem.

I am currently in passive tank mode and my drones do deploy into space when my shields go below the threshold. The fight module properly activates in all accounts except for the actual engaging of the selected target. The cursor will select the rat to attack, yet no "Your drones engage _____" message.

I do realize that the new patch just came out and new errors are bound to happen. It just seems that program is not using the 'first run' assigned hot-key for drone engagement.

For now, I will change the hot-key to see if it persists with different key assignments and just have my drones launch on warp in. Just wanted to see if others are having a similar problem.

Logfile:

http://www.macrolab-online.com/images/fbfiles/files/Evy1_4.txt

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