

3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/06 11:08

Added 3.11.5 version for tests. Please update if you use SendPlay mode.

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Re: 3.11.4 version bug report

Posted by jp652032 - 2011/07/06 14:08

Hi Slav2 !! After I install the Update Pilot! The First run keeps fail and I don't know Why?

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Re: 3.11.4 version bug report

Posted by TisOnlyMe - 2011/07/06 20:25

Still losing all settings after autoupdate

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Re: 3.11.4 version bug report

Posted by Slav2 - 2011/07/06 20:30

jp652032 wrote:

Hi Slav2 !! After I install the Update Pilot! The First run keeps fail and I don't know Why?Me too. Create log file and show what is the problem.

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Re: 3.11.4 version bug report

Posted by Slav2 - 2011/07/06 20:39

TisOnlyMe wrote:

Still losing all settings after autoupdateMy Bad. I added probably wrong condition to installer and it did not accept it. Will try again in the next version :)

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Re: 3.11.4 version bug report

Posted by squattingnevil - 2011/07/07 03:55

mine also lost settings.
I remade settings.
I have two virtual machines i run with 1 client on each.
OS in windows tiny, windows classic mode 1024x768

mouse delay is one "click" from slowest
Mouse speed is 80

first run on VM1 ran ok, miner mines ok, but i get up this morning and its switched off and hasnt restarted, i am not sure why.

First run on VM2 would not run whatever I did. It kept having problem with overview color sliders and making overview red. I manually pause and make overview black properly, and first run complete ok. Is now currently mining but i have only just started it (i stay up till 4am doing things and trying to make miner work as well, and went to be when i could not)

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Re: 3.11.4 version bug report

Posted by squattingnevil - 2011/07/07 04:01

also one thing I noticed today is my ship got attacked by NPC 60s before downtime. Bot launch drones 30 seconds before server went down and then closed eve. Drones are lost.

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Re: 3.11.4 version bug report

Posted by Slav2 - 2011/07/07 04:20

squattingnevil wrote:
also one thing I noticed today is my ship got attacked by NPC 60s before downtime. Bot launch drones 30 seconds before server went down and then closed eve. Drones are lost. Unlucky drones. Use 1-3 timers to switch off client by 10-20 minutes before DT and start again in 10 minutes after DT. Timers checked in station and bot will not start new trip if you set timer to close eve by 20 minutes before DT.

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Re: 3.11.4 version bug report

Posted by squattingnevil - 2011/07/07 05:22

ok great i will do that :)

Miner seems to be ok, although only just has logged back in.

I will check back in several hours and see if it is still going and has not crashed

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/08 05:55

Miner seems to mine ok, however when watching one just now it seemed to get stuck on a roid. It tried to orbit roid, warp out etc then just closed client and client did not restart for 10 minutes.

Log attached

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20110708.txt

Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/08 05:59

squattingnevil wrote:

Log attached Can I look into client's log? General log shows that miner had zero HP after disconnect. It is possible because if bot timed out during unstuck it will restart eve. If you was damaged during restart, you will have no HP on the next start.

Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/08 06:56

Sure, here is client log.

Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/08 06:59

SLav, i took down client log because i noticed it had a list of all the systems in it that i use.

I am not happy with this. Will edit out and repost.

Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/08 07:01

here is client log.

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20110708-3.txt

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Re: 3.11.4-5 version bug reports

Posted by ejbvanc - 2011/07/08 19:27

I don't know if this is a 3.11.4-5 issue or an issue in general, but tooltips don't appear. When I first start evelop, I can see that it checked the status. Then I can see a shadow of where a tooltip should be when the tooltip changes.

I'm running Win 7 using two accounts, not in a VM enviroment. Any suggestions?

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/09 06:39

I also have same problem within vm.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/10 06:47

squattingnevil wrote:
here is client log.

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20110708-3.txtVMWare bugs. Run bot on host machine, VMWare is just too slow.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/10 06:50

squattingnevil wrote:
I also have same problem within vm.Will add settings to disable tooltips then.

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/10 13:18

Dont worry, i dont need that, dont waste your time.

Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/10 16:39

Slav,

The ONLY problems im seeing with this release are that my bots were sometimes randomly closing.

I look in client logs and see its because it wasnt detecting the "distance" column on the survey scanner.

The ASCII "screenshot" in client log Confirmed this, but i couldnt see WHY it couldnt see it, it just couldnt...it just wasnt there. But it may have had something overlapping, im not sure. (Very cool btw, like the matrix!)

So I re-ran first run, with wizard ticked (As i dont think it sets up survey scanner without wizard does it? What is the difference?)

All worked ok except both times it fail to set colour sliders properly.

One time it missed turning down the red slider (I paused, corrected it, unpaused), the next time (on another client/VM) it missed turning down the green. I paused and corrected again.

Since then all mining well and good for 4 hours, so i think the main problem (Which is a small one) is just that it sometimes doesnt select overview colour properly when doing first run wizard.

Can you add a check for this?

Everything else seems wonderful, thankyou.

Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/10 20:17

squattingnevil wrote:

Can you add a check for this?Do you believe that cord where to drag sliders are OK but need to make several attempts while slider not dragged?

Re: 3.11.4 version bug report

Posted by duccio - 2011/07/11 01:39

Slav2 wrote:

jp652032 wrote:

Hi Slav2 !! After I install the Update Pilot! The First run keeps fail and I don't know Why?Me too. Create

log file and show what is the problem.

I have the same problem, in the first run it uses wrong coordinates. After changing the video settings (till the end of video settings it click in the right places, i guess it wants to go to the audio and then general, but it clicks in the wrong places, generally something like 10-30 pixels UNDER the right place.

Then, i tried to help him doing the changes, i paused evepilot and made the right cliksfor him and then un-paused evepilot. So the first setting ends and it restarts eve, then the login window is there, but it doesn't write the login credentials.... and keeps restarting eve.

If i use the first run without the wizard it login and then try to move the cargo hold window, but fails to drag it, this time it seems to fail just for a few pixels....

It has worked until last week.

I use a VMware® Workstation 7.1.4 build-385536 on a double Xeon E5540 2.53ghz on a Win7, the virtual SO is an XP 32bit SP3 with 1 xeon E5540@2,53ghz and 2Gb Ram.

The EVEPilot version i have is: 3.11.5.0

i've sent the log file to your email.

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Re: 3.11.4 version bug report

Posted by Slav2 - 2011/07/11 03:32

You may try to run bot under 1024*768 desktop resolution. This is fail safe resolution. What resolution you tried and bot did not work? I will check it.

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/11 03:51

Slav2 wrote:

squattingnevil wrote:

Can you add a check for this?Do you believe that cord where to drag sliders are OK but need to make several attempts while slider not dragged?

Im not sure what hte problem is. Ive watched it several times though - bot seems to move mouse to correct place (maybe 0.5mm too high up?) on the slider.

It then makes the action to drag slider down but it just doesnt actually drag it down, it just moves the mouse like it. Im not sure if bot is not clicking (Or click is missed due to speed of VM?) or if the mouse is just a little bit high to grab the slider.

Also, 1024 x 768 was the only resolution i could get bot to run at.

Also, i come down this morning and bot shows this... I have no logoff timers configured.

What shall i do Slav? Ive left it at the moment.

<http://www.macrolab-online.com/images/fbfiles/images/macro.jpg>

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/11 03:57

It might be downtime timers, i cant remember what i set them to. I Will leave it na hour or two and see what happens. Notice the see-through tool tip though....

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Re: 3.11.4-5 version bug reports

Posted by Mr Squiggle - 2011/07/11 04:00

I had the problem of not being able to select slider properly, I increased the default mouse pressure delay in custom delays which helped mine.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/11 04:02

squattingnevil wrote:

Also, i come down this morning and bot shows this... I have no logoff timers configured.

If system is empty of ore this is usual picture. Enable logging and you will see what the bot is doing in the log.

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/11 06:11

It seems to keep crashing from time to time, normally because something or other is not detected, but you look at the screenshot and its almost there but not quite...

For example it was looking for the drop down menu of overviews (where you right click on the white lines next to "overview(Asteroids)")

This it reported as not being shown, but you look at the screen shot and the mouse is over the button, its just like it hasnt actually right clicked it.

It didnt see the menu so it started error handler, closed eve and then did not restart for some reason. I think it looks like it tried to restart eve several times but did not see login screen for some reason so gave up, but i cannot be sure - im not 100% on how to read your logs.

In any case it ran for a good 12-14 hours before this happened.

I will keep reviewing logs and screenshots and let you know if i find a pattern with it. Do not trouble yourself for now, you have done enough already! I need to get you some proper information to work on.

Thanks

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Re: 3.11.4-5 version bug reports

Posted by Weehawk - 2011/07/12 03:48

Mine won't run at all. Completes first run fine, then when it exits the station it just sits there trying to pull down the overview menu without success.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/12 03:57

Weehawk wrote:

Mine won't run at all. Completes first run fine, then when it exits the station it just sits there trying to pull down the overview menu without success. How to record log file in my signature. W/o log I cannot help you. I need log after first run and when you start bot in regular run.

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Re: 3.11.4-5 version bug reports

Posted by ejbvanc - 2011/07/12 10:57

I think the tooltip is a great feature. I was just curious if you had a fix for it not displaying. No biggie, I switched computers and it works on the other one. One was nVidia, the new one is ATI, maybe the drivers handle it differently. A button to disable would probably be good so there isn't an issue.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/12 20:07

Dont know why tooltips not showing. You may try to disable transparency first.

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Re: 3.11.4-5 version bug reports

Posted by duccio - 2011/07/15 06:35

Dear Slav,

i'm writing here too, just to let others know about my tests.

As i told you i've tried in a win 7 64 bit and eve doesn't start at all, so i can't test pilot there.

I have only this VM with XP to test and i have made a discovery! (i'll shortly send the log)

When in the first run without wizard it tries to drag the upper cargohold border to the top of the window it clicks BEFORE the mouse is stopped over the upper cargohold border!

I'm sure about that: i raised all the delays and slowered the mouse speed to 100 and set 5000 for mouse pressure delay and i can see for sure that my camera is MOVING downward when the mouse stops over the border! the same way it should move if i cliked mouse on open space and moved it downward..... so this is the proof that EVE receives the click when the mouse is still moving downward!!! (when it is passing over my ship, and not yet over the cargohold border) that's why it cannot drag the border: because when the mouse reaches the border, the LeftClick has already been pressed so the border can't be taken and the camera moves (a bit downward and then upward till the mouse reaches the top of the eve-window)!!

Maybe in faster system this is not a problem but maybe that in a Virtual Environment it can raise my misclicks problems.... could you add a check before performing clicks to check to be in the right place with mouse stopped?or just suggest some parameters chang to try...

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/15 07:04

duccio wrote:

As i told you i've tried in a win 7 64 bit and eve doesn't start at all, so i can't test pilot there.

I have only this VM with XP to test and i have made a discovery! (i'll shortly send the log)

When in the first run without wizard it tries to drag the upper cargohold border to the top of the window it clicks BEFORE the mouse is stopped over the upper cargohold border!

I'm sure about that: i raised all the delays and slowered the mouse speed to 100 and set 5000 for mouse pressure delay and i can see for sure that my camera is MOVING downward when the mouse stops over the border! the same way it should move if i cliked mouse on open space and moved it downward..... so this is the proof that EVE receives the click when the mouse is still moving downward!!! (when it is passing over my ship, and not yet over the cargohold border) that's why it cannot drag the border: because when the mouse reaches the border, the LeftClick has already been pressed so the border can't be taken and the camera moves (a bit downward and then upward till the mouse reaches the top of the eve-window)!!

Maybe in faster system this is not a problem but maybe that in a Virtual Environment it can raise my misclicks problems.... could you add a check before performing clicks to check to be in the right place with mouse stopped?or just suggest some parameters chang to try... I will add tuneable mouseclick delay between mouse movement and mouse click. At the moment there is delay after mouse click only. It seems eve needs time to translate real mouse movement into internal cursor movement. When mouse start to produce mouseclick, eve change the coordinate of mouseclick (despite implicit declaration of coordinate) to the position of internal cursor.

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Re: 3.11.4-5 version bug reports

Posted by dudeomg - 2011/07/21 23:26

Hey

I saw at the beginning of this thread where it was talking about start up issues and then it went to vmware and stayed there.

I on the other hand am very unlucky and cannot even get firstrun to finish. i doesnt even log in my character.

first run log is attached. pretty length but i let it run till it came up with an error.

also it wont even input my character info. at all.

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20110722.txt

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/21 23:38

What is eve resolution when it starts for the second time? Sometimes eve cannot set windowed mode and 1024*768 resolution at the same time. If you see this during first run when eve set resolutions need to pause bot (control+p) set correct resolution/windowed mode and unpause bot. Make screen from the moment when bot cannot login.

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Re: 3.11.4-5 version bug reports

Posted by dudeomg - 2011/07/21 23:48

screenshot is attached.

it started this long waiting process that you can see in the log previously submitted.

and resolution is 1024x780 whatever. in the windowed mode as well.

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

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/22 00:01

Try to set windows classic theme, if not, set resolution of your desktop = 1024* 768 and relocate task bar vertically and dock it to right monitor side to not hide part of eve window from the bottom.

Such problems like not counting processes are not rare thing with eve. Usually people have to reinstall .Net framework or eve itself and finally windows to solve it.

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Re: 3.11.4-5 version bug reports

Posted by dudeomg - 2011/07/22 08:40

Slav2 : i do not know what to do now.

i have done everything you listed in the past post.

i reinstalled eve because i was a copy of my original folder to avoid overview setting getting messed up. reinstalled netframework 4 and set my resolution to 1024* 768 and set to windows classic and it still sits there looking for the process.

i am at a lose atm pretty frustrated as well. any other info would be very very helpful.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/22 08:52

dudeomg wrote:

Slav2 : i do not know what to do now.

i have done everything you listed in the past post.

i reinstalled eve because i was a copy of my original folder to avoid overview setting getting messed up. reinstalled netframework 4 and set my resolution to 1024* 768 and set to windows classic and it still sits there looking for the process.

i am at a lose atm pretty frustrated as well. any other info would be very very helpful. Do you have TeamViewer installed? Deinstall it. Deinstall .Net 4 and install .Net 3.5 SP1, it is older but have no one errors what I cannot tell about .Net 4.0 Extended. If this will not help you will need to reinstall windows or install new windows and work under VMWare.

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Re: 3.11.4 version bug report

Posted by probot09 - 2011/07/22 12:39

same here, and last one too....??....have 5 accounts yet only 3 mine

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Re: 3.11.4 version bug report

Posted by Slav2 - 2011/07/22 12:45

probot09 wrote:

same here, and last one too....??....have 5 accounts yet only 3 minelf you have problem with the same clients you better check serial numbers. Serial number typo errors are the most common mistakes.

Record log file as described in my signature. We can solve problems quite fast with logs.

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/23 13:56

Slav,

I have been testing for weeks now, and this miner seems to work well.

The only problem i do have is that miner seems to randomly exit after lots of hours and stops mining on a particular character. It is always because the miner doesnt detect something - im not sure how to read the logs, but when i check the screenshots the bot makes it shows eve window (With bar at the top saying eve) But the actual content of the eve window is completely black.

Very often i come to my machine and miner is not mining because it has shut down. I Check logs and see this black screen once again.

I am using multiclient but i would like to be able to continue using multiclient to be honest, i do not have a good enough PC to run one VM for every client i want to mine with.

IT is not very important now but iwould like it to be fixed if it is possible to fix. I think maybe the bot doesnt wait long enough for the window to load after switching, or maybe some other problem (Sometimes when i catch it at a black screen for a long time if i just click into the VM it stops being black and starts mining!)

Please let me know any settings you want me to set and what you want me to give you in order to troubleshoot this problem, but please deal with other people first who cannot make miner work at all.

Thanks again for your wonderful program and support after this terrible incarna patch. I enter fleet fight the other day, 100 each side. I have all brackets turned off, all effects low.

My system is quad core 2.4ghz with 6gb RAM and a GTX 560Ti nvidia card (Brand new mid-high end card, last week)

I got 12fps.

WTF CCP.

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Re: 3.11.4-5 version bug reports

Posted by def - 2011/07/24 12:25

nevermind, may have fixed itself by restarting :)

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/25 01:09

squattingnevil wrote:

The only problem i do have is that miner seems to randomly exit after lots of hours and stops mining on a particular character. It is always because the miner doesnt detect something - im not sure how to read the logs, but when i check the screenshots the bot makes it shows eve window (With bar at the top saying eve) But the actual content of the eve window is completely black. I feel that this "black screen" problem started to appear more frequently in incarna. Bot has additional bitmap validation you should switch on to get rid of this problem. Use shared settings->error correction->check bitmap validation. I dont check this by default because faster computers have no problem and because bitmap is also black during docking/undocking procedure. Bot will see black image and do not continue while dock/undock ends. If you use multiclient another clients will wait while one client finishes its dock/undock procedure.

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/25 03:04

Thankyou Slav, I will test it out!

And yes you are right, this problem is only since Incarna.

One other thing i notice is all 3 of my clients have different position cargohold windows - does bot move them to help distinguish clients from each other?

=====

Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/25 03:46

squattingnevil wrote:

One other thing i notice is all 3 of my clients have different position cargohold windows - does bot move them to help distinguish clients from each other? Standard cargohold position is docked to the top of eve window. If you switch ship, you reset position of a cargohold. Better to remake first run if you see cargohold opened in different location.

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/26 22:17

I dont ever switch ship.

Cargo hold moves by itself without me doing anything at all. Sometimes it is in middle of screen (over

ship) sometimes it is stretched from top of screen to middle of screen.

I have watched eve pilot resize cargohold while running.

Also, miner does not work at all with bitmap validation on. It makes all sorts of errors, right clicking in wrong places etc. It also seems very slow (lots of time between actions)

Should i wait for new beta version i see you talking about?

=====

Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/26 22:33

I also re-make first run and it still misses some of the colour sliders so i end up with bright red overview and have to quickly pause and change myself.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/26 22:34

squattingnevil wrote:

Also, miner does not work at all with bitmap validation on. It makes all sorts of errors, right clicking in wrong places etc. It also seems very slow (lots of time between actions)

Should i wait for new beta version i see you talking about? Next version under tests and development is here. Try it and let me know result. Increase mouse click delay in settings till you have no misclicks. Bitmap validation and mouse clicks are different things. If you have "black screens" in paths of bitmaps in logs you better enable bitmap validation. I recommend to reinstall windows if you did not before. Fresh windows should help to work faster.

=====

Re: 3.11.4-5 version bug reports

Posted by def - 2011/07/27 07:13

just a small thing (still gets done); when you travel with an active hardner setup (activate hardners at 100% shields) the miner jumps then tries to activate (cant cause cloaked ofc) then tries again, then clicks gate, tries again, then warps and succeeds activating . A possible change to warp first before checking modules when traveling would be sweet.
Cheers.

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Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/27 08:04

Thanks Slave i will try.

I have tried first run with mouse click delay at longest, DHTP check at 10 seconds and mouse speed 100. It still doesnt set slider properly, and its normally the red one it doesnt "grab" properly and drag down.

I dont not have "Black" screens in path of bitmap screenshots. I have the eve window - but the contents are black (Not sure if we mean the same thing)

So i can see the title bar says eve, but the contents are black. However, when i enable bitmap validation, nothing seems to work.

I have installed a fresh copy of windows on the host machine and also built 5 or 6 different virtual machines with tiny windows as you say. The problems are still the same. To Recap:

First run does not set overview color sliders properly (Can be overcome by manual pause and set and unpause)
clients randomly close down and do not seem to re-open.

I will get logs and all screenshots when a client has closed and not logged in again and send over to you so you can see what i mean.

ITs not a huge problem, sometimes it will work for 8-10 hours which is enough time really, it would just be nice if i could go away for a weekend and know it would work!

Also i mentioned before about active hardners causing a problem with travelling if set to activate at 100% shields. You said this is not an important problem - but i think it is now i think about it. Currently we cannot set hardners to activate at 100% shield. Which means we have to be shot before hardner is turned on. This can mean, with DHTP delay and mouse moving delay it could take 5-6 seconds to switch on hardners after taking initial damage.

A hulk will die in less than 5-6 seconds when getting ganked in high sec. That extra HP that having your hardners on at 100% gives may be the difference between a dead hulk and a live one!

=====

Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/07/27 08:39

Eve pilot closes eve window and stop process on any error which cannot be avoided. You may tweak algorithm and continue work despite errors. Need to change line:

900: ErrorHandler()

to

900: ErrorHandler()

and each time when bot stop client it will restart it instead. If error will not be fixed after restart you will have constantly restarting client which will look suspicious. I would recommend to increase relogin delay till 1h if you tweak algo. Bot will restart client only ones per hour.

So i can see the title bar says eve, but the contents are black. However, when i enable bitmap validation, nothing seems to work. Bitmap validation just check colors of eve window in several places and wait longer if colors are black. If you have very long delays after you added bitmap validation you may increase redraw window delay instead. Bot will check eve window a bit later after activation.

A hulk will die in less than 5-6 seconds when getting ganked in high sec. That extra HP that having your hardners on at 100% gives may be the difference between a dead hulk and a live one! Try to increase DTHP check interval till 20 seconds and set active modules at 100%. Bot will click HP and hardeners less frequently and activate modules less frequently.

=====

Re: 3.11.4-5 version bug reports

Posted by squattingnevil - 2011/07/27 12:49

Slav2 wrote:

Eve pilot closes eve window and stop process on any error which cannot be avoided. You may tweak algorithm and continue work despite errors. Need to change line:

```
900: ErrorHandler()
```

to

```
900: ErrorHandler()
```

I will try this after i run with new version for a while. If no more black screens then i do not need to add, but thanks.

Bitmap validation just check colors of eve window in several places and wait longer if colors are black. If you have very long delays after you added bitmap validation you may increase redraw window delay instead. Bot will check eve window a bit later after activation.

What do you suggest increasing redraw delay to? I notice it is in milliseconds at 200, should i move to something like 250, or more like 1000?

Try to increase DTHP check interval till 20 seconds and set active modules at 100%. Bot will click HP and hardeners less frequently and activate modules less frequently.

I will try this but the problem is not the frequency of activation. The problem is that when bot travels it jumps into a system. The first thing it does after jumping in when modules are set to activate at 100% is that it will activate that module.

Shield hardeners cannot be activated because the ship is under cloaking from jumping in. Miner simply

sits trying to activate hardner and failing because of jump in cloak until the ships cloak times out, then the hardener activates and the ship can warp. Problem is that miner will not even try to warp until module is active. It should warp and then activate module.

When moving 10+ jumps this adds a long delay!

=====

Re: 3.11.4-5 version bug reports

Posted by soulplayer - 2011/08/08 02:06

After engaging NPC's, evepilot disables one of the miners (puts them offline). Really weird, cause it doesn't happen on the primair client, just on the second one.

=====

Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/08/08 02:08

soulplayer wrote:

After engaging NPC's, evepilot disables one of the miners (puts them offline). Really weird, cause it doesn't happen on the primair client, just on the second one. Try to zoom out view and report if this fixed problem. I need log file to start investigating this.

Also try to check bitmap validation in error correction just in case.

Check that you are not defining some active module located in high slot, this is also can be the problem

=====

Re: 3.11.4-5 version bug reports

Posted by macrorat - 2011/08/14 15:51

squattingnevil wrote:

Slav,

The only problem i do have is that miner seems to randomly exit after lots of hours and stops mining on a particular character. It is always because the miner doesnt detect something - im not sure how to read the logs, but when i check the screenshots the bot makes it shows eve window (With bar at the top saying eve) But the actual content of the eve window is completely black.

I have similar problem with a miner disconnecting all the time, usually after about 15 mins. and yes i have a valid license.

This only happens with 1 client at any one time.

I also noticed a blank overview when coming out of warp into the belt and it stay's blank for about 2 mins before it changes it to "asteroids"

this happens on all clients.

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Re: 3.11.4-5 version bug reports

Posted by Slav2 - 2011/08/14 19:50

macrorat wrote:

I also noticed a blank overview when coming out of warp into the belt and it stay's blank for about 2 mins before it changes it to "asteroids"

this happens on all clients. Settings->Maneuvering Setings->Increase Delay after warp till 180 sec.

But this should not make you any troubles because bot thinks that belt is empty. You should record log file in order to find true reason what is going on.

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