

Crucible Expansion

Posted by TisOnlyMe - 2011/11/18 02:55

Hi Slav,

Have you had a chance to have a look at Crucible expansion on SiSi as yet?

It's a massive expansion and I am expecting it to break EP for a while. Any idea how long it might?

Better dust off that crystal ball!! :)

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Re: Crucible Expansion

Posted by Slav2 - 2011/11/18 06:25

I doubt I can fix everything fast. A lot of work and more likely a week is real term. I will need to change OCR methods, add new fonts and probably measure all window dimensions again.

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Re: Crucible Expansion

Posted by TisOnlyMe - 2011/11/18 09:14

So there you have it guys, remember, this is a huge change for Slav so be patient.

Slav, if you need beta testing, let me know and I will email you.

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Re: Crucible Expansion

Posted by spod - 2011/11/18 11:14

I'm also happy to test beta clients.

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Re: Crucible Expansion

Posted by ComalDave - 2011/11/18 14:54

I have plenty of time to test things. Consider me a volunteer as well.

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Re: Crucible Expansion

Posted by Dinky - 2011/11/19 15:46

Made so much ISK a weeks rest will be fine- B)

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Re: Crucible Expansion

Posted by TisOnlyMe - 2011/11/29 04:24

Ok, so Crucible is now upon us and there are so many new goodies in this expansion I don't know where to start.

had a play with the new pos mechanics, and its wonderful! Anchoring and onlining a pos is still a bitch, 30 minutes each, however anchoring mods is now only 5 seconds and onlining the mod is 2 minutes. BUT Offlining and Unanchoring are instant!

The new Gallente captains quarters are cool, but totally irrelevant to this discussion, as is the fact that my ass wobbles when i walk in the station.. hmmm..

So Slav, is the 1 week estimate still accurate or do you think you will need more time?

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Re: Crucible Expansion

Posted by Slav2 - 2011/11/29 04:56

I dont want to make estimations because I should know the level of changes in new eve client. The first version of the bot will appear soon (2-4 days), but... new methods to read new fonts will not work for everybody. We will have a situation when many people will have working bot after release and other people will have problems.

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Re: Crucible Expansion

Posted by TisOnlyMe - 2011/11/29 07:17

Slav2 wrote:

We will have a situation when many people will have working bot after release

Hope I am one of those :D

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Re: Crucible Expansion

Posted by craigst - 2011/11/29 07:49

ur a good developer , got no problem waiting , we all know u sort out the problems u know ill test beta so no presure youve kept me happy for ages

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Re: Crucible Expansion

Posted by spod - 2011/11/29 10:06

Likewise, I'm anticipating the new EVEPilot release and just eager to help with testing.

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Re: Crucible Expansion

Posted by Zal - 2011/11/29 11:19

Let me know if you need any testers as well.

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Re: Crucible Expansion

Posted by Lebowski31 - 2011/11/29 11:38

Thanks Slav for your usual support.

If you need beta testers ... do not hesitate !!

Thanks for the job !

:cheer:

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Re: Crucible Expansion

Posted by seifres - 2011/11/29 12:30

Keep up the great work slav! Your number one! :lol:

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Re: Crucible Expansion

Posted by spacelord - 2011/11/30 00:08

Yes in deed fellow botters !! :laugh:

Slav has a unique mind in these matters.... code etc I would not have a clue where to start lol !. So I have the patience to wait this ride out. Put it like this CCP screws things up and takes them ages to fix sometimes weeks with a large team of people. Yet SLAV is 1 guy and he sorts his issues out in days!! lol, im backing slav any day

Keep up the good work SLAV and thanks again for all your efforts in keeping a scheming bunch of isk makers that we all are very happy.....

regards

Spacelord

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Re: Crucible Expansion

Posted by Dinky - 2011/11/30 00:29

Slave is a cool dude. I have every confidence that our illicit schemes will shortly be back in full swing. B)

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Re: Crucible Expansion

Posted by TisOnlyMe - 2011/11/30 01:39

I reckon Hilmar should resign and put Slav in charge..

Eve Online would suddenly become super efficient and it wouldn't take them 3 years to release an expansion like Crucible that fixes little niggly issues which should have been fixed years ago!

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Crucible Expansion

Posted by rooterr - 2011/11/30 02:38

hope dies last =)

all wait and hope

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Re: Crucible Expansion

Posted by mj11 - 2011/11/30 02:55

I know it seems a little off topic here but while we've got down time do all our accounts stop using the time we've paid for? Will we be recredited the days that we've lost to our licenses? Just I gotta few about to expire in december and I'd hate to lose 7-10 days cos of crucible.

Slav btw, you're doing a great job mate I'm glad we've got someone here who loves this project as much as us..... work hard, play hard. Keep it up matey, it's deeply appreciated.

Regards
mj11

Re: Crucible Expansion

Posted by Slav2 - 2011/11/30 03:11

mj11 wrote:

I know it seems a little off topic here but while we've got down time do all our accounts stop using the time we've paid for? Will we be recredited the days that we've lost to our licenses? Just I gotta few about to expire in december and I'd hate to lose 7-10 days cos of crucible I will make refunds or issue discount coupons to the next purchases. Lets fix bot at first.

Re: Crucible Expansion

Posted by mj11 - 2011/11/30 03:17

Sounds fair. Does seem a little unfair to those of us who aren't planning to buy another subscription though.

Example:

Dave buys 30 day pilot license 10 days ago. Got 10 days of play, now has to wait 7-10 days for bot to work again, gets to use it another 10 days the it runs out. Dave got 20 days of 30 he paid for and won't get that back?

See my point?

Anyway, I won't bother you with that but when people make a purchase they expect it to be honoured is all I'm saying. I don't mind cos I plan to buy more anyway haha, but for those of us who don't plan to buy more time, then they've kinda been robbed dont you think?

mj11

Re: Crucible Expansion

Posted by dil - 2011/11/30 03:29

TBH pathetic ...

CCP are bring out changes constantly that make it very hard for bots to work. Slav does an incredible job on support and getting fixes applied asap.

Changes are the nature of the game with CCP, live with it ... lets see if you get a better service else where ... I very very much doubt it.

Slav keep up the good work!!

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Re: Crucible Expansion

Posted by Slav2 - 2011/11/30 03:33

mj11 wrote:

Sounds fair. Does seem a little unfair to those of us who aren't planning to buy another subscription though I wrote I will make refunds/partial refunds in this case depending on the time required to launch new version of the bot.

=====

Re: Crucible Expansion

Posted by meloncholy - 2011/11/30 04:46

People, please be patient. Slav is one man, and this isn't just a little update. This is an expansion with a lot of changes.

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Re: Crucible Expansion

Posted by TisOnlyMe - 2011/11/30 05:01

meloncholy wrote:

People, please be patient. Slav is one man, and this isn't just a little update. This is an expansion with a lot of changes.

I think you will find that everyone that posted in this thread IS being patient and has nothing but words of encouragement for Slav (although I saw someone call him Slave... freudian slip?).

I started this thread after CCP started releasing Crucible on SiSi just to set expectations. The usual 2-4 days doesn't apply to Crucible because Slav has so much to contend with, one of the main deal breakers

being the change of font!

We are all behind you Slav. Keep up the good work mate.

=====

Re: Crucible Expansion

Posted by rweeth - 2011/11/30 07:01

I assumed the upgrade would break EP, but I am glad to see it is already being worked. Love the program and the support. Keep up the great work Slav.

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Crucible Expansion

Posted by rooterr - 2011/11/30 07:43

discount coupons to the next purchases

very good однако

=====

Re: Crucible Expansion

Posted by Dinky - 2011/11/30 08:02

I think anybody who is moaning about not being able to use Eve pilot for a week or so needs to consider the big picture. It is not the end of the world or a calamity so great that it is going to cause financial meltdown to your RL bank account & Eve ISK balance. WTF- have the whiners got nothing better to do than moan about 7 days of bot subscription or so being lost.

This program saves me hundreds of £'s per year & I'd like you to find anything better or as well supported. So, whiners- STFU & be patient. This is a massive update to Eve & I expect a massive undertaking for Slave to get the bot working. :angry:

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Re: Crucible Expansion

Posted by postal - 2011/11/30 09:23

Nice product.

Thanks for continuing to update in the face of this font change. Considering you are using OCR.

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Re: Crucible Expansion

Posted by chaosgod - 2011/11/30 09:49

Slav is genius, just give him little time. I wonder if the market gonna explode if we dont mine for a week lol

=====

Re: Crucible Expansion

Posted by Minerslave - 2011/11/30 11:29

stop bitching this guy has made me able play a game i love for free for over a year now, plus i buy and lose whatever shit i like for no grinding, the guy is a fucking legend and this program is the bollocks. if i was him i'd tell you all to fuck off. :laugh:

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Re: Crucible Expansion

Posted by paladin1 - 2011/11/30 13:12

Guys it takes time to configure every time a large patch comes out. Slav is doing his best if i where you i would just wait....

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Re: Crucible Expansion

Posted by Dinky - 2011/11/30 14:24

I love EM! :laugh:

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Re: Crucible Expansion

Posted by spod - 2011/11/30 15:17

chaosgod wrote:

I wonder if the market gonna explode if we dont mine for a week lol

I was wondering that too :) Watch mineral prices spike for a bit.. Heheh Good job I've got some saved up.

=====

Re: Crucible Expansion

Posted by seifres - 2011/11/30 18:01

Man.. the font is most definatly the worst part of this expansion, I can hardly read it now... =/ ..or maybe im just getting old... I dont know.. lol

=====

Re: Crucible Expansion

Posted by shadevamp - 2011/11/30 20:27

Hey guys a new eve player here, took me about a week to realise how tedious mining is solo. When im playing with my corp i intend on mining without a bot, and i want to learn the market such myself.

I'll be buying a licence for EM when the crucibal update launches. watching this space :)

=====

Re: Crucible Expansion

Posted by Jazz - 2011/11/30 20:48

Hi guys, long time listener, first time caller.

Been using EVE Miner for about 2 weeks, and I love it.

Great job Slav.

So cool Crucible stuff,

coordinating bombing runs should be much easier,

Kinda pissed about the change to interdicator bubble mechanics,

Can't wait to dust off my gallente blaster boats.

Jazz

=====

Re: Crucible Expansion

Posted by Roach420 - 2011/11/30 23:42

best bot ever showing some support.

=====

Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/01 09:40

seifres wrote:

Man.. the font is most definatly the worst part of this expansion, I can hardly read it now... =/ ..or maybe im just getting old... I dont know.. lol

I have to agree with you, I wish they had a "revert to old font" button lol...

Dinky wrote:

This program saves me hundreds of £'s per year

Hell, he's saved me over \$1,250+. I haven't bought a single plex or subscription with real money in quite a while now. Although I fear if I'm not one of the lucky ones that bot will work right away after next bot update I may have to use a subscription lol

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Re: Crucible Expansion

Posted by Famine - 2011/12/01 10:43

I love the new font! I find it so much clearer and easier to read!

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Re: Crucible Expansion

Posted by mcbrite - 2011/12/01 18:29

kjlwillycoyote wrote:

Hell, he's saved me over \$1,250+. I haven't bought a single plex or subscription with real money in quite a while now. Although I fear if I'm not one of the lucky ones that bot will work right away after next bot update I may have to use a subscription lol

So you make 600mil a DAY, yet can't afford PLEX after the bot stops working for a few days? WTF is that about?

What would you even do with 600mil a day? Nobody can spend that much, unless he's funding an entire alliance or something...

=====

Re: Crucible Expansion

Posted by TisOnlyMe - 2011/12/01 20:44

mcBrite wrote:

kjlwillycoyote wrote:

What would you even do with 600mil a day? Nobody can spend that much, unless he's funding an entire alliance or something...

If you stay in Empire and don't pvp, yes, you are right.

However if you are in null sec and pvp, you could lose 1b in ships in just 1 engagement.

600mill a day.. lets see

Titan = 60bill

Fitting = 5bill

65bill = 108 days of production (assuming CCP doesnt break the bot during that time)

Super Carrier = 15bill

Fitting = 4bill

18bill = 30 days of production.

That's of course not taking into account isk needed for plex.

I could go on listing numerous ships that could very easily eat up 600mill a day.

Just because you don't have a need to spend 600mill or more isk a day (average) doesn't mean the rest of us dont.

=====

Re: Crucible Expansion

Posted by fredgsanford - 2011/12/01 21:52

what pray tell are you mining that makes 600mil a day and how many hours damn?

=====

Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/01 23:03

mcBrite wrote:

kjlwillycoyote wrote:

Hell, he's saved me over \$1,250+. I haven't bought a single plex or subscription with real money in quite

a while now. Although I fear if I'm not one of the lucky ones that bot will work right away after next bot update I may have to use a subscription lol

So you make 600mil a DAY, yet can't afford PLEX after the bot stops working for a few days? WTF is that about?

What would you even do with 600mil a day? Nobody can spend that much, unless he's funding an entire alliance or something...

600mil a day... well... let me put it simply... I obviously run MANY accounts to make that much every day, and I don't bot EVERYDAY, I'd say on average I bot 2 out of every 3 days. So, 20 out of 30 days I'm botting, 600mil a day at 20 days is 12bil per 30 day period. Plexs go for 550mil give or take (if I remember current prices correctly) so for lets say 10 accounts (not the actual number, but close to) I'm paying out 5.5bil in plex. So after plex I'm left with 6.5bil to play with and do what I want with. After I replace ganked hulks (usually around 4 a month) at around 200m a piece (so lets round it off to 1b), I'm left with only 5.5bil. Now I have to buy skill books (cap ship books are not cheap and I've just recently started to get into training them) and they cost an arm and a leg. Not to mention the isk I'm sinking in BPO's to manufacture the parts to make the cap ships I plan to fly or even produce on large scale and sell. For just 1 BPO for a cap ship part that is already researched can go for an easy 1b each. I also have to invest money back into my PoS's in fuel (each large can take around 200m a month to keep fueled, I obviously can't produce enough fuel on my own to run more 2 large pos's at once).

Once you get heavily into manufacturing, buying top grade implants, ship modules, and having the best of everything, it takes A LOT of isk, nothing is cheap once you start getting ready to compete with the big boys.

fredgsanford wrote:

what pray tell are you mining that makes 600mil a day and how many hours damn?

I run many accounts, with perfect miners with a perfect booster, with a hauler. There is no going back and to station/pos for me. I have a powerful system that can handle MANY eve clients at once and EP is not the only bot I'm running. I will bot anywhere from 8 hours to 14 hours per day I bot, so on average around 11 hours a day.

EDIT: I forgot to mention, I honestly wouldn't have to buy any subscriptions, I would just hate to have to sell off any of my recent additions to my collections.

=====

Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/01 23:16

TisOnlyMe wrote:

mcbrite wrote:

What would you even do with 600mil a day? Nobody can spend that much, unless he's funding an entire alliance or something...

Just because you don't have a need to spend 600mill or more isk a day (average) doesn't mean the rest of us dont.

Very well put :silly:

=====

Re: Crucible Expansion

Posted by mcbrite - 2011/12/02 04:44

@coyote: That's pretty funny, I have 2 accounts, one of which bots for a max of 4 hours a day and in the end I still make just under half of what you make (after all costs). Also largely due to my sub-prices being way lower than yours (2 vs "around 10" accounts).
Very interesting! Didn't think there was such a wide gap between how peepz choose to use EP...

=====

Re: Crucible Expansion

Posted by Arkon - 2011/12/02 05:09

I would like to reiterate my support of Slav. None better and worth waiting for.

As for the time and investment of EP. Nothing better. I have 5 accounts lifetime licenses and use them to emulate several different eve accounts. They operate just as if i was playing the game myself.

Interesting thing about the discussion of what people do with their isk, I am supporting PVP operations and I use a POS as a ship yard to build everything my partners need. All excess goes to the market for savings and loan.

I found that once i started an industrial complex, my dependence upon EP was less and less and my profits began to increase. I think it was the interest in the market and 5 years worth of market study and analysis that made this game for me. I love controlling the markets away from the main hubs.

I still depend on my EP accounts as they give me a nice base and solid financial support for plexing, but the real advantage to it is the time it gives me to get out into the unknown and kill asshtats.

I have to say a cannot disagree with anyone's opinion stated in this thread. afterall this isnt some competition.

BTW I average around 4.6bil isk perweek industrially, the EP only contributes about 30% but as I said, it is a nice solid foundation to work from.

Fly Safe...

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Re: Crucible Expansion

Posted by rweeth - 2011/12/02 07:22

Lets face it, if you buy a lifetime license, then you don't have to worry about a few days downtime
:laugh:

Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/02 08:57

mcbrite wrote:

@coyote: That's pretty funny, I have 2 accounts, one of which bots for a max of 4 hours a day and in the end I still make just under half of what you make (after all costs). Also largely due to my sub-prices being way lower than yours (2 vs "around 10" accounts).

Very interesting! Didn't think there was such a wide gap between how peepz choose to use EP...

Everyone has different needs, although I will be moving null permanently sometime within the next 3 months (first time to live there permanently so wish me luck lol). Can't wait to put my first cap ship together :silly:

Re: Crucible Expansion

Posted by Gregar - 2011/12/02 13:17

rweeth wrote:

Lets face it, if you buy a lifetime license, then you don't have to worry about a few days downtime
:laugh:

Need the site to accept Credit Cards before I can get one of these tho... :P

Re: Crucible Expansion

Posted by ihasnewusername - 2011/12/02 15:29

Hey slav hows the fix coming? whats the biggest challange with the new expansion?

Re: Crucible Expansion

Posted by mj11 - 2011/12/02 16:20

I'm guessing the font is gonna be the biggest headache now the recognition system for the menus and screen layout is probably gonna need an overhaul.

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Re: Crucible Expansion

Posted by Slav2 - 2011/12/02 23:17

Most difficult is recognition system, that is right. Old method of text detection is unusable now (it used comparison of the color of each pixel and its shadow (which is not present anymore)). New method compares pixel color with static background color + threshold to cut off noise. It works already, but not so stable as I wanted. Will see if I can make better method fast today or better to continue other tasks and return to this question later.

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Re: Crucible Expansion

Posted by ComalDave - 2011/12/03 00:37

Pattern recognition can be so very tedious and it is difficult to know when you are finished. I would suggest that you let others test and verify the OCR and identify the patterns that are not currently recognized properly. This would provide you with a group of pictures containing patterns that are not properly recognized and likely to represent all conditions. I may not be of much help in programming, but I can read and note when there is a recognition error.

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Re: Crucible Expansion

Posted by Slav2 - 2011/12/03 01:12

I thought I can correct each character manually too, but after several hours of corrections I realized that I am not even close to the end. If we do this, beta stage might be very long and not productive. I will add autocorrection and check if information about character after autocorrection is still enough to correctly separate characters/letters in the font. Visually it looks good and each character still readable and not confusing.

=====

Crucible Expansion

Posted by rooterr - 2011/12/03 01:35

.....i wait beta (or alpha =))) crucible eve miner to test it.

where link to it have been posted? here ? or there

<http://www.macrolab-online.com/ru/forums/10-news/1919-subscribe-for-new-version-updates?limit=6&start=54> ?

=====

Re: Crucible Expansion

Posted by TisOnlyMe - 2011/12/03 03:39

rooterr wrote:

.....i wait beta (or alpha =))) crucible eve miner to test it.

where link to it have been posted? here ? or there

<http://www.macrolab-online.com/ru/forums/10-news/1919-subscribe-for-new-version-updates?limit=6&st art=54> ?

All new releases are always posted >>>

<http://www.macrolab-online.com/ru/forums/10-news/1919-subscribe-for-new-version-updates?limit=6&st art=54>

=====

Re: Crucible Expansion

Posted by adama89 - 2011/12/03 05:43

hi again! is there any new patch for the crucible or something that the miner can work?i know that slave is giving his best but the day i got my self in a hulk they release the expansion!

=====

Re: Crucible Expansion

Posted by TisOnlyMe - 2011/12/03 09:30

adama89 wrote:

hi again! is there any new patch for the crucible or something that the miner can work?i know that slave is giving his best but the day i got my self in a hulk they release the expansion!

Not yet. Slav is doing his best and should have a new update within the next few days. Be patient, this is a huge project for him.

=====

Re: Crucible Expansion

Posted by Zabba51 - 2011/12/03 11:43

Know u can do it Slav! Nothing but awesome support on this program. And am waiting paitently for an update =D

=====

Re: Crucible Expansion

Posted by Zelna - 2011/12/04 10:09

It is a great product and I am a new user but bought another month despite this, next purchase will be life long. I hope everything isnt to terrible for you, and we can see a smooth release of your amazing program soon!! I gots BiLLs

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/04 10:18

Nothing is terrible, more over eve became better for botting/development. I just dont have time to recode everything properly, but when we have working bot I will spend some time to optimize evepilot.

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Re: Crucible Expansion

Posted by spqr0933 - 2011/12/04 22:05

Keep up the good work and everything should be good.

=====

Re: Crucible Expansion

Posted by Captain Obvious - 2011/12/05 03:27

no hurry on my part, i made a small script to do some mining while you work on it. after seeing the code for roid ripper i have a greater appreciation for anyone that codes something like you have done.

=====

Re: Crucible Expansion

Posted by spod - 2011/12/05 10:18

I'm thinking when the new bot is released it might be wise to bring accounts that use it online gradually. A big inrush is certainly going to look suspiciously like 'the bots are back' :D

I've been trying to have my miner accounts log in periodically and 'station-spin' for a while each day

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Re: Crucible Expansion

Posted by seifres - 2011/12/05 10:21

I never stoped using my bots, I am still manually mining with them on a daily basis. it sucks but it helps keep suspicion on the down low

=====

Re: Crucible Expansion

Posted by ComalDave - 2011/12/05 10:27

I am also mining every day day now that the Eve game is stable again. Makes me appreciate the Eve Pilot more.

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Crucible Expansion

Posted by rooterr - 2011/12/05 12:46

7 days later.....

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Re: Crucible Expansion

Posted by paladin1 - 2011/12/05 15:16

hey rooter how about a glass of shut up. Slav is working as fast as he can to make sure the bot it stable and will work. a full new font and window changes makes his job alot harder.

=====

Re: Crucible Expansion

Posted by Zal - 2011/12/05 15:20

LOL ^

=====

Re: Crucible Expansion

Posted by rooterr - 2011/12/05 15:39

I'm sorry if you misunderstood me, I just keep a chronology of events. I humbly waiting for completion. but I shame that I bought 30 days and played only 3 days. if only I knew what the numbers will be 29

crusibel it would not buy a license for 30 days, and would wait =)

everything is fine. I understand. and humbly wait.

BOT =)

=====

Re: Crucible Expansion

Posted by gary - 2011/12/05 19:02

low pos fuel reports spread wide accross the eve universe

=====

Re: Crucible Expansion

Posted by azza089 - 2011/12/05 22:16

low pos fuel because no miners lol

=====

Re: Crucible Expansion

Posted by Zabba51 - 2011/12/06 02:27

get out and mine then =D

=====

Re: Crucible Expansion

Posted by craigst - 2011/12/06 10:21

Same manually mining so ccp don't notice

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Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/06 16:43

Or next time you know there is going to be a large update, slowly start backing off botting eve so much. If you know a month in advance (which we all did, unless you never read the forums, which is stupid not to do), then every week slowly bot less and less frequently. That way it will look as if you temporarily lost interest in eve, or you have something else more important to do.

I know most of you won't even consider this as an option because your all too greedy and won't even think about botting safely :silly:

=====

Re: Crucible Expansion

Posted by Minerslave - 2011/12/06 21:36

good morning slav

This is by no means a bitch but was wondering if there's a eta on the new update? as my miners are due to need plex in the next day or so and i'd rather let em go down then waste a weeks sub isk, i know this might look dodge but tbh i dont give a fuck im tight and dont want to waste a weeks sub :)

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Re: Crucible Expansion

Posted by sirpico - 2011/12/07 02:47

:(i dont want to go to another program , i like this one.....but

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Re: Crucible Expansion

Posted by Zabba51 - 2011/12/07 03:06

hehe ive tried the other programs. Ive used em and ultimately i ended up here. Even with it not working at the moment i still aint goin back to those other sub par pieces of garbage.

jus wiat it worth it.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/07 06:37

Eve itself still broken. For example regional market export file contains unprintable characters (with ascii code 0). I spent about 2 hours to realize what is wrong and was able to recornize problem when I opened file in hex editor. I am making corrections, and work more then 12h daily on the patching. Please wait for update.

To very unpatient guys I want to repeat: All money you spend for subscriptions will be refunded as soon as I finish my work and have time to work with customers. I will create corresponding thread where you can claim your refunds/ask for discounts. Problems may be solved different ways just dont get mad because of forced delay in services.

=====

Re: Crucible Expansion

Posted by Dinky - 2011/12/07 07:06

I think it is unacceptable that some members of the forum can't wait a couple of weeks to get a stable product and are moaning about a little bit of a delay.

I have seen this product evolve into the best miner on the market place & yes I am disappointed that I can't continue mining but nobody should feel that a knife is being held to their throat & clearly this is the tone of some of these messages with inclining of going to another product. My advice is go to another product, see how bad some are & how badly supported then come back to miner to see how good this product really is.

Why do any of you want refunds?- you tight fisted bastards. Is it not enough that miner has saved you loads of RL cash & is it Slavs' fault that CCP put out a patch that completely changed the game & thus miners' operation? :angry:

So, chill, give Slav the time he needs-don't pressurise & all will be good soon.

=====

Re: Crucible Expansion

Posted by del112 - 2011/12/07 08:28

well like some of you. never botted in the 6yrs ive played,i now simply dont have time to sit and play for extended times. so i invested in a bot the day before patch not thinking patch would screw it. Not posting to moan infact this is my first post but aimed at moaners, u prolly paid a tenner, ooh grab some perspective and as was said earlier bot is priority and then we will get refund reduced cost or new lincense to cover days bots outof action. simples:p

have you tried playing another game like battlefieldplay4free:p although a guy called slav kept killing me last night and he was botting hehe B)

=====

Re: Crucible Expansion

Posted by spqr0933 - 2011/12/07 09:23

Yeah I have noticed that my api does not pick up certain order any more. I thought that may have been an API issue but then went in game and seen that there was some export issues also when I went to start manually analysing the market.

=====

Re: Crucible Expansion

Posted by Minerslave - 2011/12/07 10:08

i think there has been a little misunderstanding with my earlier post, i ment i wont be re-subbing my eve accounts till eve pilots fixed, i have 4 lifetime subs for eve pilot because it is by far the best macro out there, iv been using it over a year now and the support and finished article of product is blatantly the best i'v come across, for all you bitching about it id say fuck off to another program as you'll be back, i have tried and ditched more macro's then i care to think about.

So haters hate away and keep bitching this guy has made me able to pay for free a game i love for well over a year now and i have more ships then even im able to lose. (although believe me i try lol)

Re: Crucible Expansion

Posted by vangrimmel - 2011/12/07 10:48

Slav keep up the good work and don't bother with the moaning people. Concentrate yourself on your work but don't overdo it.

My Toon is off till the bot is fully functional.
2 further toons are in work through the 60 Day Trial ;) Lots of time to get in a Hulk (except Mining Barge)
+ Some Drone skills and stuff.

I prefer a stable Version of EVE Pilot. I don't want a unstable version because of some people are impatient.
Everybody who got a time-limited license, will get a refund from Slav after he finished the bot.

Re: Crucible Expansion

Posted by Slav2 - 2011/12/07 11:27

vangrimmel wrote:

I prefer a stable Version of EVE Pilot. I don't want a unstable version because of some people are impatient Unstable version became stable with tests and fixes. I have stopped work for today (need to sleep) and uploaded latest build. This is not even beta version yet, most of functions (survey scanner, refining, PI staff, reloading crystals and drones, traveling, fight, autobookmark creation, scrolling of the order list in trader, POS support, fleet mode, local scan) not tested. But you can finish first run wizard and probably mine with bookmarks. Also all serials changed, you will need to delete your old licenses and create new licenses. Tomorrow I will continue fixes and more internal tests. Then in a day or two I will start beta and post thread for refunds/discounts as promised.

p.s. exe file has no trial license inside, you need to install pre-patch version, then replace exe file from archive.

Re: Crucible Expansion

Posted by craigst - 2011/12/07 12:47

I don't understand install? I'll do testing later tonight

=====

Re: Crucible Expansion

Posted by vangrimmel - 2011/12/07 15:08

I meant that you don't have to rush yourself.

Yeah. You should catch some sleep.

Good to hear that a Alpha Version is already available. I will give you feedback as fast as possible.

@craigst

First Step: Install EVE Pilot Version 3.13 (Pre-Patch)

Second Step: Extract the exe from the archive into the Dir of EVE Pilot

Third Step: Hit First Run and in the meanwhile make a shitbreak.

Last Step: After the First Run create a new license

Fake Edit: First Run works. Hope the Crystal Switch and drone usage works aswell.

Edit2: Attacking NPC with drones works but the option "abandon wrecks" leads to a endless loop of configuring the overview to show wrecks.

=====

Re: Crucible Expansion

Posted by sirpico - 2011/12/07 17:58

"for all you bitching about it id say fuck off to another program as you'll be back, i have tried and ditched more macro's then i care to think about" Minerslave how old are you, people that react with "fuck off" in my country freedom to express dissatisfaction is a right, i didnt slag anyone off, just that it is taking longer than usual.

:angry :S :

=====

Re: Crucible Expansion

Posted by gompe12 - 2011/12/07 18:01

crashing after leaving station and opening and closing inventory and then it all start over so first run dos never get done

it got true at last cupple of hours whit restarts it got there...

but the eve trader comes to the point where it exports and then going to start refresh orders then it quits eve for some reason..

the order window isent long so scrolling isent needed

=====

Crucible Expansion

Posted by rooterr - 2011/12/07 18:51

1. first run wizard

mouse cursor undock stunned. after manual click "undock" other step all ok.

<http://www.macrolab-online.com/images/fbfiles/images/2011-20111207-3.JPG>

=====

Crucible Expansion

Posted by rooterr - 2011/12/07 18:58

2. bot loop after drone combat on asteroid belt on this step....

"load wreks" infinity.

<http://www.macrolab-online.com/images/fbfiles/images/2011-20111207-2.JPG>

=====

Re: Crucible Expansion

Posted by spqr0933 - 2011/12/07 19:38

I see progress.....:)

=====

Crucible Expansion

Posted by rooterr - 2011/12/07 20:28

sometime (30%-40% chance) bot warp from belt to belt to belt and again and again //// then close client

when "approach location" and missed line, bot select warp....

<http://www.macrolab-online.com/images/fbfiles/images/sn226.jpg>

<http://www.macrolab-online.com/images/fbfiles/images/sn227.jpg>

=====

Crucible Expansion

Posted by rooterr - 2011/12/07 20:34

need small fix and eveminer basicly worked! WELL DONE!

// p.s pilot some times very load 1 CPU CORE

=====

Re: Crucible Expansion

Posted by sallen - 2011/12/07 20:41

Slav2 wrote:

vangrimmel wrote:

Also all serials changed, you will need to delete your old licenses and create new licenses. Tomorrow I will continue fixes and more internal tests. Then in a day or two I will start beta and post thread for refunds/discounts as promised.

can someone explain how to do this i haven ben able to figure it out. its proly something really simple, i just dont seem to be getting it.

=====

Re: Crucible Expansion

Posted by manna - 2011/12/07 21:42

Wow we have a alpha already :woohoo: :ohmy: That was fast slav considering the coding u had to do for this expansion ! Keep the good work up :laugh:

=====

Re: Crucible Expansion

Posted by Lebowski31 - 2011/12/07 22:06

:)
Thanks Slav !!!

Dont't be disturbed by some Miners who avoid some dust on their hands ...

Good work. Hope you will make this new version as efficient as the previous one. As you understood, we all loved your bot !!

Thanks !!

:woohoo: :woohoo: :woohoo: :woohoo:

=====

Re: Crucible Expansion

Posted by Minerslave - 2011/12/07 22:07

I'm sorry sirpico if I caused any offense I wasn't as you put it trying to slag any1 off, I was just trying to enforce the statement that eve pilot is by far the best macro I have come across, I didn't realise that ladies were present and so touchy.

Anyway enough of this tit for tat crap well done Slav for getting a alpha up and running if you need more people to test then shoot me a mail I don't have a clue about coding but I can watch a screen and tell you where it goes wronge :)

=====

Crucible Expansion

Posted by Slav2 - 2011/12/08 03:17

rooterr писал(a):

1. first run wizard

mouse cursor undock stunned. after manual click "undock" other step all ok.

<http://www.macrolab-online.com/images/fbfiles/images/2011-20111207-3.JPG>What resolution if the monitor do you have? Do you see full image of the station arrow? If not, relocate task bar vertically and dock it to the right side of the monitor.

=====

Crucible Expansion

Posted by Slav2 - 2011/12/08 03:21

rooterr писал(a):

sometime (30%-40% chance) bot warp from belt to belt to belt I see. Heights of the lines in pnp were increased and bot calculates positions of each line wrong. I used just 2 bookmarks and did not notice. Thank you for report.

=====

Crucible Expansion

Posted by Slav2 - 2011/12/08 03:29

rooterr писал(a):

2. bot loop after drone combat on asteroid belt on this step....

"load wreks" infinity.

<http://www.macrolab-online.com/images/fbfiles/images/2011-20111207-2.JPG>Please, send me screen of "overview (wrecks)" text in high quality. jpeg does not have necessary information. Then you may try to workaround the probelem and rename wrecks overview preset in settings and remake first run wizard. Dont use "w", I think this letter makes problems.

=====

Crucible Expansion

Posted by rooterr - 2011/12/08 03:51

where i can load big BMP files next time? i post files to you email.

=====

Crucible Expansion

Posted by rooterr - 2011/12/08 03:58

Slav2 писал(a):

rooterr писал(a):

1. first run wizard

mouse cursor undock stunned. after manual click "undock" other step all ok.

<http://www.macrolab-online.com/images/fbfiles/images/2011-20111207-3.JPG>What resolution if the monitor do you have? Do you see full image of the station arrow? If not, relocate task bar vertically and dock it to the right side of the monitor.

1024*768

yes i see.

task bar is hidden.

i try again first run wizard after DT, and report.

AND - first run without WIZARD(after wizard is running before) dont see EULA and close client. (screen resolution 1024*768)

=====

Crucible Expansion

Posted by Slav2 - 2011/12/08 04:03

Dont use fast first run (without wizard). I will update settings files later and EULA wont even appear.

=====

Crucible Expansion

Posted by Slav2 - 2011/12/08 04:05

rooterr писал(a):

task bar is hidden Worst solution. Taskbar will autopop and create random problems when mouse hover bottom areas of eve client. Better to relocate it to the right side of the monitor.

=====

Re: Crucible Expansion

Posted by del112 - 2011/12/08 04:43

any news on trader side of the bot? seems to be a mass of miners here only:)

Dont kill yaself over getting it out, after all we need you alive for updates. :laugh:

keep up good work.

=====

Crucible Expansion

Posted by rooterr - 2011/12/08 06:22

Slav2 писал(a):

rooterr писал(a):

task bar is hidden Worst solution. Taskbar will autopop and create random problems when mouse hover bottom areas of eve client. Better to relocate it to the right side of the monitor.

task bar right side -- the problem is still with us =)

=====

Re: Crucible Expansion

Posted by mudbleach - 2011/12/08 15:47

account's expierd(miner and eve) should i resub yet or is it still down?

=====

Re: Crucible Expansion

Posted by Zabba51 - 2011/12/08 17:47

-remove-

=====

Re: Crucible Expansion

Posted by moneymaker - 2011/12/08 20:15

miner keeps closing client every time it uses the scanner...

=====

Re: Crucible Expansion

Posted by ComalDave - 2011/12/08 20:58

moneymaker wrote:

miner keeps closing client every time it uses the scanner...

slav2 said the scanner is not yet tested. Turn it off for now. :cheer:

slav2 wrote on page 15 of this thread

This is not even beta version yet, most of functions (survey scanner, refining, PI staff, reloading crystals and drones, traveling, fight, autobookmark creation, scrolling of the order list in trader, POS support, fleet mode, local scan) not tested. But you can finish first run wizard and probably mine with bookmarks

=====

Re: Crucible Expansion

Posted by vangrimmel - 2011/12/09 02:26

Hmm... the Miner drops randomly out. Sometimes after a hour, sometimes after 15 minutes. I'm not sure what effect this, but the debugger don't give a hint. Someone else got this problem? - I don't use drones, scanner or t2 crystals.

=====

Re: Crucible Expansion

Posted by Gregar - 2011/12/09 02:28

You know guys you don't need to change your monitor resolution to 1024x768 - I've found that I can leave the resolution of my monitor to max which is only 1680 x 1050 and first run works without a problem, it just re-sizes the window to the 1024x768 in the display settings and keeps going - found that one out by mistake when I forgot to change it once and it works fine.. :)

Try doing that rooterr and see if you have no more issues as you don't have to worry about where your task bar is and if it auto hides or not.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/09 03:02

Gregar wrote:

You know guys you don't need to change your monitor resolution to 1024x768 - I've found that I can leave the resolution of my monitor to max which is only 1680 x 1050 and first run works without a problem, it just re-sizes the window to the 1024x768 in the display settings and keeps going - found that one out by mistake when I forgot to change it once and it works fine.. :) Eve Pilot should fix wrong resolution on fly now (since 3.14 version). I also found that eve may not change to 1024*768 resolution in one attempt. Second attempt should fix wrong resolution.

To all: latest version is 3.14.0.5 now. Please use it and report bugs. One of the most patetic bugs is overview and cargohold scan. They may appear randomly when black tooltips from mouse overlap scan areas. I added more smart logging to both functions. Logger will record screens when one line in overview detected as empty while other lines below current has distances and if cargohold was detected but numbers were not scanned.

=====

Re: Crucible Expansion

Posted by Gregar - 2011/12/09 03:19

Where is 3.14.0.5 ? :)

And yes it takes 2 goes, but that is only cause of all the resolutions that there are... Was just letting people know they can leave their monitor at it's normal resolution, there is no need to scale that down to 1024x768 to run first wizard anymore.. :D

Ignore where it is, I see it in your signature..

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/09 03:27

The only problem with 1024*768 resolution is taskbar when users start to autohide it instead of relocation to the right side of monitor. I am thinking to force kill taskbar if it is not located properly. The problem will appear later, not so much users may bring it back when necessary (restart explorer via task manager).

=====

Re: Crucible Expansion

Posted by Gregar - 2011/12/09 03:32

Is there any problems in maybe down the track doing it so the window is bigger ? I mean I don't know anyone that has a monitor anymore that the resolution would need to be so small as 1024x768 - There plans to make one 1280x1024 or even one where you select the resolution you want the game to run in ? Only asking as for the local chat monitor will be able to fit more people in it if the screen is bigger.. :)

=====

Re: Crucible Expansion

Posted by vangrimmel - 2011/12/09 04:25

In Slav Signature is the new Version. A exe in a archive. Only copy and paste in the eve dir and you'll get .05

=====

Re: Crucible Expansion

Posted by gwb2525 - 2011/12/09 07:20

Once undocked the program keeps bookmarking the outside of the station a few times. Whats going on with that.

=====

Re: Crucible Expansion

Posted by spod - 2011/12/09 07:50

I noticed that the serial number for my miner changed. Was that by design? I had a license set to a particular login, when I use the new EVE Pilot with that same character it says its in-game serial is different. I did the first run and it completed successfully. I didn't off-hand recognize the serial but I didn't think much of it and copied in my license file from before.

I guess we need to re-lock licenses for this release? Is that something that will change again though that we need to be aware of?

=====

Re: Crucible Expansion

Posted by rooterr - 2011/12/09 09:05

Gregar писал(а):

You know guys you don't need to change your monitor resolution to 1024x768 - I've found that I can

leave the resolution of my monitor to max which is only 1680 x 1050 and first run works without a problem, it just re-sizes the window to the 1024x768 in the display settings and keeps going - found that one out by mistake when I forgot to change it once and it works fine.. :)

Try doing that rooterr and see if you have no more issues as you don't have to worry about where your task bar is and if it auto hides or not.

thanx

=====

Re: Crucible Expansion

Posted by Zabba51 - 2011/12/09 09:35

So everything is running smooth except one thing. I have 200km bookmarks. When the program warps to the bookmarks it just keeps loading the asteroids profile over and over again. Do I need to change my bookmarks to be in range? (was able to use 200km bookmarks before)

=====

Re: Crucible Expansion

Posted by gary - 2011/12/09 10:08

im just waiting on xl ship assembly pos support so th ebot will dump in my ship assembly right now it gets locked up.

eta on this slav?

=====

Re: Crucible Expansion

Posted by Savas - 2011/12/09 10:52

Mininer works smooth. sometimes problems with cargo hold. Auto Fleet is not running jet

=====

Re: Crucible Expansion

Posted by My_Miner_Alt - 2011/12/09 11:54

Could we turn off "Upload crashes automatically" just in case it were to upload something we don't want them to see.

=====

Re: Crucible Expansion

Posted by meloncholy - 2011/12/09 14:04

You could always pause the setup and turn that off manually :)

=====

Re: Crucible Expansion

Posted by lss7910 - 2011/12/09 14:25

What's the trick to get past the damn EULA screen?

Never mind, didn't read far enough back.....sorry

Great job as always Slav

Lisa

=====

Re: Crucible Expansion

Posted by sallen - 2011/12/09 22:04

i got my lisenche reset and eve pilot completed first run. only problem i see now is when it logs into my first account it wont delete all of the name. when it clicks the curser is not at the end and deletes all but the last letter of my account name then trys to type it in. maybe change the single click to be a double click so it hilights the whole username then deletes the whole thing. for now i have to manually log in then eve pilot works fine.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/09 23:56

gwb2525 wrote:

Once undocked the program keeps bookmarking the outside of the station a few times. Whats going on with that.Create bookmarks manually and switch off autobookmark creation.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/09 23:57

spod wrote:

I guess we need to re-lock licenses for this release? Is that something that will change again though that we need to be aware of? You need to relock license to new serial.

=====

Re: Crucible Expansion

Posted by meloncholy - 2011/12/09 23:58

My issue is with the timers. I have my timers set so I'm logged out from 20:00 to 08:00 (8 PM to 8 AM). After 20:00, the bot will constantly log my miner on and off.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/09 23:58

Zabba51 wrote:

So everything is running smooth except one thing. I have 200km bookmarks. When the program warps to the bookmarks it just keeps loading the asteroids profile over and over again. Do I need to change my bookmarks to be in range? (was able to use 200km bookmarks before)Try to use close bookmarks. I will test 200km bookmarks later.

=====

Re: Crucible Expansion

Posted by meloncholy - 2011/12/09 23:59

My issue is with the timers. I have my timers set so I'm logged out from 20:00 to 08:00 (8 PM to 8 AM). After 20:00, the bot will constantly log my miner on and off.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 00:00

gary wrote:

im just waiting on xl ship assembly pos support so th ebot will dump in my ship assembly right now it gets locked up.

eta on this slav?After I fix (better to tell redo) survey scanner I will check what is the problem with POS.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 00:02

Iss7910 wrote:

What's the trick to get past the damn EULA screen?

Never mind, didn't read far enough back.....sorry

Great job as always Slav

Lisa Just is case somebody else will ask - use first run wizard. Quick first run does not work yet.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 00:05

sallen wrote:

i got my lisenche reset and eve pilot completed first run. only problem i see now is when it logs into my first account it wont delete all of the name. when it clicks the curser is not at the end and deletes all but the last letter of my account name then trys to type it in. maybe change the single click to be a double click so it hilights the whole username then deletes the whole thing. for now i have to manually log in then eve pilot works fine.How much letters do you have in username? It does not fit username field? I may add several deletion to the right direction to remove letters from the right of the cursor.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 00:08

meloncholy wrote:

My issue is with the timers. I have my timers set so I'm logged out from 20:00 to 08:00 (8 PM to 8 AM). After 20:00, the bot will constantly log my miner on and off.Dont use timers then. I was not able to fix this bug with one attempt. Need to figure out what is wrong. We have no "relogin on disconnect" now and eve behavior was changed.

=====

Re: Crucible Expansion

Posted by Dinky - 2011/12/10 05:23

I'm not having much success at present.

I unpacked the latest alpha executable & overwrote the old executable.

I try a new first run. Miner minimises the neocom & opens the cargo window. It does nothing at that point or sometimes it just closes the cargo window & drops back to the desktop. If I manually move the cargo window towards the top of the screen the macro begins to resize the window but it always returns back to desktop & never finishes the repositioning of the windows.

I know that in the old software the miner would quickly relog the first time then restart but I cant determine what is normal behaviour for the first run, from my perspective it looks a bit of a mess.

The windows always stay docked as well so the local window is docked into the corp window which of course is tiny. In the 2 times the ship undocked the local window never appeared in the correct place being still docked into the corp window & miner could not undock the windows.

I constantly get the EULA agreement up on screen & have to manually scroll to accept then miner continues its failed run just repeating in an endless loop & never finishing the first run constantly returning to desktop then restarting.

How do I begin to sort this?

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 05:39

Dinky wrote:

I'm not having much success at present Record log file. If you use 3.14.0.5 version bot will record screens if cargohold detected but scan of the numbers not possible. I have one report when bot cannot read combination "1,1" in cargohold number and will fix this in the next version.

About EULA bug. EULA never appears if you accepted it ones. You do this one time during first run wizard when eve started in full screen mode. Bot saves core_public__.dat file locally and reuse it if shared settings->first run wizard settings->use custom dat file is checked and file is not older then the number of days from the right editbox. What about your problem? You cannot close eula during first run wizard (mouse misclick?) or you use corrupted dat file (eula appears second time) and need redu dat file again (uncheck use dat file and restart first run wizard)?

=====

Re: Crucible Expansion

Posted by spacelord - 2011/12/10 07:54

Hey slav,

I have that 23 hr timer on my 3rd bot account again since we had to change codes, will let you know if it stops the 3rd account again lol. TYPO error on my behalf was the last result from last time. However i did check it 100's of times and it would appear that its happened again we shall see..... but if my thoughts are correct the license process changes 1 letter or a number in the 2nd part of the code on the 3rd account only so i will wait the timer out to confirm ok..

Again awesome job on fixing the patch etc

regards

spacelord

=====

Re: Crucible Expansion

Posted by gwb2525 - 2011/12/10 07:56

Ok again I launch the Eveminer program and it keeps bookmarking the outside location of the current station I am at is there anything I can do to fix this. Or will this be addressed at all. Please respons Slav2. Thank You

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 08:08

gwb2525 wrote:

Ok again I launch the Eveminer program and it keeps bookmarking the outside location of the current station I am at is there anything I can do to fix this. Or will this be addressed at all. Please respons Slav2. Thank YouDisable bookmarking module and make sure you have created all bookmarks corresponding the manual. In case of problems write logs.

=====

Re: Crucible Expansion

Posted by Dinky - 2011/12/10 11:14

Slav2 wrote:

Dinky wrote:

I'm not having much success at present Record log file. If you use 3.14.0.5 version bot will record screens if cargohold detected but scan of the numbers not possible. I have one report when bot cannot read combination "1,1" in cargohold number and will fix this in the next version.

About EULA bug. EULA never appears if you accepted it ones. You do this one time during first run wizard when eve started in full screen mode. Bot saves core_public__.dat file localy and reuse it if shared settings->first run wizard settings->use custom dat file is checked and file is not older then the number of days from the right editbox. What about your problem? You cannot close eula during first run wizard (mouse misclick?) or you use corrupted dat file (eula appears second time) and need redu dat file again (uncheck use dat file and restart first run wizard)?

Log file is attached. I cant get first run to complete. Please advise.

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111210-2.txt

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 11:16

Send me screen: C:\Users\Accountant2\AppData\Local\MacroLab\EVE
PilotErrorHandlerDebugger-3.14.0.5-CargoScanError-2011-12-10_19-07-05.bmp

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 11:56

Latest version in development is 3.14.0.6. Fixed bugs:

- Survey scanner support
- Refit crystals and drones
- Mining amount when using crystals now correctly scanned
- Problem with cargonumber scan when number had ",1" combo.

Please look into your numbers and report where you have commas as thousand separators. In my client separator is space (100 000) and if you have different separators you may have different problems.

Re: Crucible Expansion

Posted by gwb2525 - 2011/12/10 11:59

OK Slav2 latest problem I have corrected the bookmarking issue as instructed and created my coordinates. So what it does now if it is docked it will look at fittings window for crystals or drones I am assuming... Then it closes it and shuts eve down so after 2 times I took the refit crystals and drones off.. Tried again (Docked) Loads up no fitting window then after about a min or so it shuts eve down again.... OK this time i Undocked and started the miner up and then it docks me up and then SHUTS EVE DOWN AGAIN !! At this point I suspect there is a flow missing and it doesn't know what to do so it shuts eve down for a retry.. but doesn't correct itself... Any ideas now Slav2 again your input is appreciated.

Re: Crucible Expansion

Posted by Slav2 - 2011/12/10 12:03

Please write logs with never version of the bot. If I see problem, I know how to fix and probably fix it in the next version.

Re: Crucible Expansion

Posted by Dinky - 2011/12/10 12:55

Slav- I will send you the bitmap via your personal mail. Thanks.

=====

Re: Crucible Expansion

Posted by ComalDave - 2011/12/10 13:10

CargoScanError
TTRemovalError
Trying to login during DT
Some other things I cannot identify, I was AFK.
Log Files and Pictures sent by Email.

=====

Re: Crucible Expansion

Posted by Killuminati - 2011/12/10 14:04

I have an issue with auto login. It seems that my username is "too long" and as a result I wind up with an extra character in the username. example:

Username - TotalDomination_2 (fake name but character length matches)

Eve Pilot will delete the name listed EXCEPT leave the "2" and then proceed to type out the full name resulting in the following

TotalDomination_22

I hope that makes sense...

=====

Re: Crucible Expansion

Posted by arnoldrimmer - 2011/12/10 14:05

Bot works fine with hulk but shuts down after one run every time..

Licence Problem?

=====

Re: Crucible Expansion

Posted by ComalDave - 2011/12/10 14:06

Too many pictures, 186MB compressed, I only sent log files

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/10 15:01

First run wizard bugs when sorting Window Shortcuts by shortcut, on 2 different machines.

Log and screenshot attached !

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111210-3.txt

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/10 15:03

Re: Crucible Expansion

Posted by meloncholy - 2011/12/10 15:16

Your name is in the screenshot

=====

Re: Crucible Expansion

Posted by sallen - 2011/12/10 16:11

i have 16 letters in my username it deletes all but the last letter, so one more run on deleting or maybe a double click then a single delete should do it.

P.S. thank you for all the hard work and kudos on an awesome program. :)

=====

Re: Crucible Expansion

Posted by sallen - 2011/12/10 16:12

Slav2 wrote:

sallen wrote:

i got my lisenche reset and eve pilot completed first run. only problem i see now is when it logs into my first account it wont delete all of the name. when it clicks the curser is not at the end and deletes all but the last letter of my account name then trys to type it in. maybe change the single click to be a double click so it hilights the whole username then deletes the whole thing. for now i have to manually log in then eve pilot works fine.How much letters do you have in username? It does not fit username field? I may add several deletion to the right direction to remove letters from the right of the cursor.

soz for the repost but i am kinda new to posting. just apply the last post with this one. :P

Re: Crucible Expansion

Posted by ongre - 2011/12/10 16:54

meloncholy wrote:

Your name is in the screenshot

Oh fuck ...

Re: Crucible Expansion

Posted by ComalDave - 2011/12/10 21:07

Version 3.14.0.6

Working

Mining, Avoiding, Drones in Fight Mode. Unload Cargo.

Non critical error

Client 1 Completed First Run Wizard and created a new .DAT file

Client 2 got stuck on EULA trying to do First Run Wizard. ConnectButtonDetection Error on EULA screen.

Work around, I turned off Using Custom DAT File

Client 2 Completed First Run Wizard. OverviewScanError shows tooltip.

ErrorHandler Logout

Client 2 was warping back to station. OverviewScanError shows tooltip.

Client 2 successfully logins and docks. Problem repeats on next trip.

Critical Error

Logoff Time #2 did not work. 10 Minute logoff period was ignored. Will try to repeat test.

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 01:16

Killuminati wrote:

I have an issue with auto login. It seems that my username is "too long" and as a result I wind up with an extra character in the username. example:

Username - TotalDomination_2 (fake name but character length matches)

Eve Pilot will delete the name listed EXCEPT leave the "2" and then proceed to type out the full name resulting in the following

TotalDomination_22

I hope that makes sense... I have made quick fix and reuploaded latest build (3.14.0.7). Try it.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 01:18

arnoldrimmer wrote:

Bot works fine with hulk but shuts down after one run every time..

Licence Problem?If you did not change your serial yet, there is no chance that old serial will be compatible. Relock license to new serial and resend license file, then replace old license file with new one.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 01:33

ongre wrote:

First run wizard bugs when sorting Window Shortcuts by shortcut, on 2 different machines.

Log and screenshot attached !

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111210-3.txt made correction to this bug in 3.14.0.8 version (just reuploaded).

=====

Re: Crucible Expansion

Posted by Dinky - 2011/12/11 03:25

I tried version 3.14.0.9 this morning in the hope you had had a chance to look at the cargo detection scan which is failing on my system. I sent you the bitmap last night but I guess that you have not had a chance to look at the error yet as it is still failing to detect on the cargo scan.

Please advise when you feel you could look at this.

Thanks for all your responses I know it must be causing you a shed load of work.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 05:14

Dinky wrote:

Please advise when you feel you could look at this If I remember you had half-transparent cargohold window? Need to control how bot setup colors during first run, all colors should be 0,0,0,255 in both windows and text areas. I make bot on fast machine, some problems like when mouse failed to drag slider due to lag must be fixed with custom delays (mousespeed, delays after mouse click and keystroke). Also you should use first run wizard because only wizard creates settings from scratch. I will add quick first run to the next version, but quick first run was never standard method to make settings. It was always prone to problems and in case of problems need to make first run wizard with "fail safe" settings as described in first run manual.

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/11 06:03

Slav2 wrote:

ongre wrote:

First run wizard bugs when sorting Window Shortcuts by shortcut, on 2 different machines.

Log and screenshot attached !

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111210-3.txt made correction to this bug in 3.14.0.8 version (just reuploaded).

Ok works great now ! Thanks, definetily going to buy now :) (running in trial atm)

One thing I noticed, why it checks m³/cycle if it doesn't take that into account ? It doesn't stop the cycle to avoid wasted time when cargo hold is full in mid-cycle. And the surveyscanner is bugged I think, my lasers made a full cycle on a 100m³ asteroid. Or did I configure something wrong ?

EDIT : are timers working ?

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 06:12

ongre wrote:

EDIT : are timers working ?Use idle timers. Log off timers constantly restart bot instead.

Send me logs from your run. If your lasers dont cut asteroids, bot could detect wrong m3 value during getlasersdata stage. 100m3 (if you mean size of the asteroid) is not so small, use survey scanner to cut asteroids better.

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/11 06:35

Here's the log, surveyscanner is activated on the setting, it did the scan but don't know if it worked.

I got in my screenshot-error folder a million screenshots named "OverviewScanError" every 4 sec if I check the name of the images.

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111211-2.txt

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 06:53

ongre wrote:

Here's the log, surveyscanner is activated on the setting, it did the scan but don't know if it worked.

I got in my screenshot-error folder a million screenshots named "OverviewScanError" every 4 sec if I check the name of the images.

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111211-2.txt Thank you. I think these overview scan errors appear due to black tooltips when mouse hovers overview. I made these screens to fix this bug. Bot will delete all logs/screens when files became of 36+h old. If you make production run you may disable any debug screens and logs in settings.

Edited: you have bug with activation time/duration scan. CCP made numbers look different depending on your local settings and no way to change it in settings. :blush:

=====

Re: Crucible Expansion

Posted by loreedijk - 2011/12/11 07:04

clients quits for no reason after X minutes :(

http://www.macrolab-online.com/images/fbfiles/files/2011_12_11_155601_errorlog.txt

=====
Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 07:07

loreedijk wrote:

clients quits for no reason after X minutes :(

http://www.macrolab-online.com/images/fbfiles/files/2011_12_11_155601_errorlog.txt

You should use serial from this line in order to run bot:

Licensing: test failed. In-Game serial number: {SERIAL}. You must use this serial number in order to run this character. Please check your licenses: Menu->Check Licenses

=====
Re: Crucible Expansion

Posted by loreedijk - 2011/12/11 07:12

I only removed all traces like serials and usernames etc etc with {something} when I do a serial check it states that everything is ok.

server validation on both serials is accepted

=====
Re: Crucible Expansion

Posted by arnoldrimmer - 2011/12/11 07:12

Here my errorlog it happens mostly in Warp

<http://www.macrolab-online.com/images/fbfiles/files/log-20111211.txt>

=====
Re: Crucible Expansion

Posted by loreedijk - 2011/12/11 07:13

Do you really want me to post my serial in this forum?

=====
Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 07:19

loreedijk wrote:

server validation on both serials is accepted You edit server data manually. Whatever you place here and generate license with will be valid. But if in-game serial different license will not unlock this client. In-Game serial is the only constant value and serials in license and on the server must be the same as your in-game serial. After the patch all in-game serials were changed too.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 07:21

arnoldrimmer wrote:

Here my errorlog it happens mostly in Warp

<http://www.macrolab-online.com/images/fbfiles/files/log-20111211.txt> The same problem. Use new serial 8270-3EC9-CE18-4266-0EB1-3566

=====

Re: Crucible Expansion

Posted by loreedijk - 2011/12/11 07:22

OhHHHhhh now I understand, so I need to execute a new first run, wait for the serial nr. Then change the lic on the site, and import those?

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 07:26

loreedijk wrote:

OhHHHhhh now I understand, so I need to execute a new first run, wait for the serial nr. Then change the lic on the site, and import those?Yes

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/11 07:41

Slav2 wrote:

Edited: you have bug with activation time/duration scan. CCP made numbers look different depending on your local settings and no way to change it in settings. :blush:

So there's no solution ? Can I set a maximum time in belt from my own calculations of $m^3/cycle$? I'm going to lose a lot of time if I can't solve this ...

EDIT : Thanks for your help and keep up the good work, I'll buy a life-time license if I find a workaround for this bug.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 07:49

ongre wrote:

Thanks for your help and keep up the good work, I'll buy a life-time license if I find a workaround for this bug. I will fix this problem in the next version. You can make workaround too if you change your local settings (namely use "." as decimal separator and " " (space) as thousand separator).

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/11 08:19

Slav2 wrote:

I will fix this problem in the next version. You can make workaround too if you change your local settings (namely use "." as decimal separator and " " (space) as thousand separator).

Wow that's cool man, thank you. I changed my local settings as you said but it doesn't apply to EVE ... I even changed the prefs.ini of EVE and still doesn't apply. Maybe I must restart pc ? Really looking forward for your fix.

=====

Re: Crucible Expansion

Posted by rooterr - 2011/12/11 08:41

ongre писал(а):

Slav2 wrote:

I will fix this problem in the next version. You can make workaround too if you change your local settings (namely use "." as decimal separator and " " (space) as thousand separator).

Wow that's cool man, thank you. I changed my local settings as you said but it doesn't apply to EVE ... I even changed the prefs.ini of EVE and still doesn't apply. Maybe I must restart pc ? Really looking forward for your fix.

plz tell about results... thnx.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 08:59

Please update your versions to 3.14.0.11.

Look into values (in log) and compare with those you have in the game. In case of difference report bug.

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/11 12:00

Here's my log, dunno what values I must exactly check but seemed fined for optimal, mining amount and cycle time.

Bot still did a full cycle with the two lasers when it only needed 1/2 cycle of both lasers for cargohold to be full.

Thanks for these fast updates !

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111211-3.txt

=====

Re: Crucible Expansion

Posted by mjk79 - 2011/12/11 12:05

First runs went through fine, but after installing new licenses, the program says "rejected" under server validation. I currently have 4 lifetime licenses.

These are NEW licenses that I sent after doing the first runs with the new version.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/11 12:29

mjk79 wrote:

First runs went through fine, but after installing new licenses, the program says "rejected" under server validation. I currently have 4 lifetime licenses.

These are NEW licenses that I sent after doing the first runs with the new version. You download license from server and it tell you "rejected"? Send licenses to me and include login/pass from your account on macrolab website to my mail. I will check your licenses.

=====

Re: Crucible Expansion

Posted by Killuminati - 2011/12/11 12:37

Slav2 wrote:

Killuminati wrote:

I have an issue with auto login. It seems that my username is "too long" and as a result I wind up with an extra character in the username. example:

Username - TotalDomination_2 (fake name but character length matches)

Eve Pilot will delete the name listed EXCEPT leave the "2" and then proceed to type out the full name resulting in the following

TotalDomination_22

I hope that makes sense... I have made quick fix and reuploaded latest build (3.14.0.7). Try it.

Will try now. Thanks for the quick patch job.

=====

Re: Crucible Expansion

Posted by mjk79 - 2011/12/11 12:38

yes, i'll send the info shortly. http://www.macrolab-online.com/images/fbfiles/images/ep_license.jpg

=====

Re: Crucible Expansion

Posted by mjk79 - 2011/12/11 12:54

Slav2 wrote:

mjk79 wrote:

First runs went through fine, but after installing new licenses, the program says "rejected" under server validation. I currently have 4 lifetime licenses.

These are NEW licenses that I sent after doing the first runs with the new version. You download license from server and it tell you "rejected"? Send licenses to me and include login/pass from your account on macrolab website to my mail. I will check your licenses.

Slav, nevermind. I re-downloaded the licenses and they're accepted now.

=====

Re: Crucible Expansion

Posted by ComalDave - 2011/12/11 13:51

Version 3.14.0.12

First Run Wizard

Complete successfully but created OverScanError Pictures. Logs and pictures sent by Email.

Working

Mining, Avoiding, Drones in Fight Mode. Unload Cargo.

Tested Fleet

Not working. Sent logs and picture.

Tested Scanner with comma as thousands separator

Scanner appears to be working but message window shows erroneous results. Review of log files shows that OCR is sometimes failing. Sent logs and reconstruction of picture of survey scan.

=====

Re: Crucible Expansion

Posted by dawg021 - 2011/12/11 14:55

Recently purchased a 30 Day key.

Great Product , the support is amazing.

Please keep up the Hard work.

I have a question Ref: strip miners and crystals, are they not working with the current version? my client wont load crystals before undocking.

if its a current known issue ill continue to wait , if you need logs ill figure out how to capture them and ensure you get them.

=====

Re: Crucible Expansion

Posted by ihasnewusername - 2011/12/11 16:03

im trying to 1st run but i get this error after it has esized the eve window and turned off the sound.

```
00:00:50 (223) Exit datfile creation module, Func : CreatePCdat
  00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func :
StartEVEAndLogin
  00:00:50 (223) StartEveAndLogin returned 0. Code 0, Func : FirstRun
  00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func :
StartEVEAndLogin
  00:00:50 (223) StartEveAndLogin returned 0. Code 0, Func : FirstRun
  00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func :
StartEVEAndLogin
  00:00:50 (223) StartEveAndLogin returned 0. Code 0, Func : FirstRun
  00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func :
StartEVEAndLogin
```

and this just keeps going until i close the miner

=====
Re: Crucible Expansion

Posted by gwb2525 - 2011/12/11 16:26

OK Slav2 regarding my Issue with bookmarks that problem still exists even with your current build at this point eve logs in and im in a station notices people and places then closes it and then opens up the cargo window and re opens the PNP then shuts eve down.. Any ideas?

=====

Re: Crucible Expansion

Posted by Killuminati - 2011/12/11 16:33

Killuminati wrote:

Slav2 wrote:

Killuminati wrote:

I have an issue with auto login. It seems that my username is "too long" and as a result I wind up with an extra character in the username. example:

Username - TotalDomination_2 (fake name but character length matches)

Eve Pilot will delete the name listed EXCEPT leave the "2" and then proceed to type out the full name resulting in the following

TotalDomination_22

I hope that makes sense... I have made quick fix and reuploaded latest build (3.14.0.7). Try it.

Will try now. Thanks for the quick patch job.

I can confirm that Slav2 has fixed this issue. Excellent work sir. Bot is humming along nicely.

=====

Re: Crucible Expansion

Posted by mjk79 - 2011/12/11 17:11

First run completes ok

Bot logs in ok but wont undock.

Bot closes client, restarts and logs in over and over again.

Log sent to slav's email.

=====

Re: Crucible Expansion

Posted by Irhodes404 - 2011/12/11 17:55

decimal=.
digit=" "

Hey guys, no matter what I change this preference to (with quotations, without quotations), I still have a comma separating my thousand digits. Any word on an update for this since I can't seem to figure it out myself? Many thanks in advance.

=====

Re: Crucible Expansion

Posted by gary - 2011/12/11 18:23

still wondering if pos support is up yet, i need to mine to pos anyone else got this working yet?

=====

Re: Crucible Expansion

Posted by Zabba51 - 2011/12/11 19:02

I am running multiple accounts on the bot. All of them have been stable for hours now except one. They are all setup the same way, mine in the same ships, and the bot program is setup the same way. This one program keeps kicking off shortly after startup and i cant figure out why.

Point: I cant figure out where the logs are like the idiot i am at the moment hehe

=====

Re: Crucible Expansion

Posted by Gregar - 2011/12/11 21:19

gary wrote:

still wondering if pos support is up yet, i need to mine to pos anyone else got this working yet? Not yet I don't think - There are 2 things he really needs to do for POS mining..

1: Needs to relocate the POS Hangar Bay when it opens

=====

Re: Crucible Expansion

Posted by sallen - 2011/12/11 21:42

awsome job on the username fix slav, eve pilot has ben running for the last few days. now i am noticing that my miners are not docking when their cargo is full. i mine ice and after i get 12 blocks i have very little cargo left but no more room for more ice. before eve miner would detect cargo full and dock, now it cycles my lasers one or two more times making them stay in belt way to long. i still have both the min and max cargo set at 85% just as before patch. not sure what the issue would be but i can see if i can get some logs for ya.

=====

Re: Crucible Expansion

Posted by adama89 - 2011/12/12 02:59

Is there a way to help fix a weard behaviur of the bot? everything is working great but when it goes to the belt and it locks 3 roids, he started mining wiht a strip miner in each and after that it stops the miners and started to mine only 1 roid with all the miners!

Another thing that i want to ask is if can make the bot a litle bit slower because sometimes it lags because i run it in a vmware

Thnx in advance!

http://www.macrolab-online.com/images/fbfiles/images/3_strip_miners_only_one_roid.png

=====

Re: Crucible Expansion

Posted by adama89 - 2011/12/12 05:29

and after that thing with the asteroids it crashes

i am posting the log http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212.txt

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 05:31

dawg021 wrote:

I have a question Ref: strip miners and crystals, are they not working with the current version? my client wont load crystals before undocking It will refit crystals if you mine one type of the ore and activated crystals refit.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 05:35

ihasnewusername wrote:

im trying to 1st run but i get this error after it has esized the eve window and turned off the sound.

00:00:50 (223) Exit datfile creation module, Func : CreatePCdat

00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func : StartEVEAndLogin

00:00:50 (223) StartEveAndLogin returned 0. Code 0, Func : FirstRun

00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func : StartEVEAndLogin

00:00:50 (223) StartEveAndLogin returned 0. Code 0, Func : FirstRun

00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func : StartEVEAndLogin

00:00:50 (223) StartEveAndLogin returned 0. Code 0, Func : FirstRun

00:00:50 (223) You cannot use default username without manual login option ON. Code 0, Func : StartEVEAndLogin

and this just keeps going until i close the minerYou will need to start evepilot as administrator. Right click to eveminer, select start as administrator, then change your username. To check if client accepted correct username you should restart bot. If you see default username after you started bot as admin, you have to relocate data folder. Create new folder as C>Data then open tools->use custom data folder. Select path to new data folder with button then restart bot. After restart you will have no problems to save settings.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 05:37

gwb2525 wrote:

OK Slav2 regarding my Issue with bookmarks that problem still exists even with your current build at this point eve logs in and im in a station notices people and places then closes it and then opens up the cargo window and re opens the PNP then shuts eve down.. Any ideas? I will need log file.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 05:40

lrrhodes404 wrote:

decimal=.

digit=" "

Hey guys, no matter what I change this preference to (with quotations, without quotations), I still have a comma separating my thousand digits. Any word on an update for this since I can't seem to figure it out myself? Many thanks in advance. Just use latest version and if bot does not work, send new log file to my mail. Sooner or later we will have all such combo of separators/decimals interpreted correctly.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 05:41

gary wrote:

still wondering if pos support is up yet, i need to mine to pos anyone else got this working yet? Latest build does not have POS support yet, but I think I will fix it today.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 05:42

Zabba51 wrote:

I am running multiple accounts on the bot. All of them have been stable for hours now except one. They are all setup the same way, mine in the same ships, and the bot program is setup the same way. This one program keeps kicking off shortly after startup and i cant figure out why.

Point: I cant figure out where the logs are like the idiot i am at the moment hehe Check serial number, you could make typo. Log files may be accessed via logger

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 05:45

sallen wrote:

awsome job on the username fix slav, eve pilot has ben running for the last few days. now i am noticing that my miners are not docking when their cargo is full. i mine ice and after i get 12 blocks i have very little cargo left but no more room for more ice. before eve miner would detect cargo full and dock, now it cycles my lasers one or two more times making them stay in belt way to long. i still have both the min and max cargo set at 85% just as before patch. not sure what the issue would be but i can see if i can get some logs for ya. Please check that you use latest build and send me log file. I think another problem with scanner of mining amount/duration makes prediction of the final warpout time impossible. Use max time in belt to return miner to station in time for now.

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/12 05:55

Ok bot seems to work fine now , it stops laser cycle perfectly. Some bugs :

- Bot after undocking opens fitting and has to check laser parameters, it blocks just after right clicking the laser because the pop-up name of the laser is misplaced and prevents the bot from clicking show info, as soon as I move the mouse away of the mining laser it detects the "show info" .

- Survey scanner : first time it uses the survey scanner it rezises the window and sorts the results from closest to highest distance. The next run it clicks again on the distance parameter and sorts the results the other way (from fareset to closest) and leavess it that way for all runs, mouse still moves to distance parameter but doesn't click it . Don't know if a bug or intended.

- Having 3 bookmarks for 3 different belts, I setup the bot to avoid npcs. The bot warped to the 3 belts,checked for "avoid" overview perfectly each time. Two of the three belts had npcs, it warped back to the belt without npcs and did nothing .

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 06:02

adama89 wrote:
and after that thing with the asteroids it crashes

i am posting the log http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212.txtSend me this screen: C:\Users\Chris\AppData\Local\MacroLab\EVE\PilotErrorHandler\Debugger-3.14.0.12-2011-12-12_15-25-25_ss_desktop.bmp and comment this mail as cargo numbers scan error.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 06:10

ongre wrote:
- Survey scanner : first time it uses the survey scanner it rezises the window and sorts the results from closest to highest distance. The next run it clicks again on the distance parameter and sorts the results the other way (from fareset to closest) and leavess it that way for all runs, mouse still moves to distance parameter but doesn't click it . Don't know if a bug or intended.

- Having 3 bookmarks for 3 different belts, I setup the bot to avoid npcs. The bot warped to the 3 belts,checked for "avoid" overview perfectly each time. Two of the three belts had npcs, it warped back to the belt without npcs and did nothing . Will check what is the problem with sorting order, thank you. Need log file for "avoid bug".

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/12 06:14

Long log attached, should be inside it. Also at the end, bot warped out from belt without reason to station. Did his thing, undocked, warped to another belt, with a lot of asteroids on overview and less than 15km, and you can clearly see on the log that it says nothing was detected. And then it warped back to station and repeated the same thing. I think this is also related to the other bug I discribed with the option

to avoid npcs.http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-2.txt

=====

Re: Crucible Expansion

Posted by blitzsays012 - 2011/12/12 06:35

Is there a brief summary of what the bot can/can't do at this time? Personally I'm just looking for leave station-go to bookmark-mine-return to station, drop ore-repeat.

Is that fully functional? Although I'm guessing leaving and not babysitting it is a bad idea.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 07:01

blitzsays012 wrote:

Is there a brief summary of what the bot can/can't do at this time? Personally I'm just looking for leave station-go to bookmark-mine-return to station, drop ore-repeat.

Is that fully functional? Although I'm guessing leaving and not babysitting it is a bad idea.If you disable all extra functions bot will mine.

=====

Re: Crucible Expansion

Posted by Dinky - 2011/12/12 08:00

Slav- I got all of my bots mostly working now. Thanks for your help.

I did something stupid when I installed Eve Crucible from my main computer to my macro computer. I copied the working Eve folder from my main computer to the clients on the vmware computer to save time. This is the reason why the macro would not run without a new first run wizard as all the client configuration settings related to my main computer & not the vmware computer hence the windows having the wrong transparency etc.

Having done a new first run with wizard on all of the clients all is fine now so me bad for being stupid!
:angry:

Keep up the good work! B)

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/12 08:31

3.14.0.13 version is up.

- Fixes problems with cargoscan and laser data scan (mostly due to different formats of the numbers).
- Tooltips hovering right click menu should be detected and removed.

=====

Re: Crucible Expansion

Posted by dawg021 - 2011/12/12 09:19

Thanks for the quick reply

=====

Re: Crucible Expansion

Posted by Dinky - 2011/12/12 09:52

"awsome job on the username fix slav, eve pilot has ben running for the last few days. now i am noticing that my miners are not docking when their cargo is full. i mine ice and after i get 12 blocks i have very little cargo left but no more room for more ice. before eve miner would detect cargo full and dock, now it cycles my lasers one or two more times making them stay in belt way to long. i still have both the min and max cargo set at 85% just as before patch. not sure what the issue would be but i can see if i can get some logs for ya."

I have this issue as well. I have raised it as a separate thread to try & understand behaviour of the timers for ice mining.

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/12 12:09

Survey scanner : after the bot scans there's a little tooltip " This belt has 0m³ in scanned asteroids or 0% of total" on the desktop. I think it shouldn't always be 0m³, it can't analyze the data ? Problems with decimals etc ?

Last version works great anyway. Lasers make good cycles.

=====

Re: Crucible Expansion

Posted by gypse - 2011/12/12 12:29

Got a question. I was able to get through the first run justt fine and when i go to continue it just brings my ship out of the dock and auto bookmarks the 0-Station about 6 times and then closes EVE. It starts it back up and brings my ship into dock and then undocks almost as soon as it goes in. Once out, it starts to bookmark 0-Station again about 6 times and then closes EVE. I've observed it do this about 4 times before I shut it down. Does anyone have any idea what it might be doing or if I am missing something? :(

Thanks
Gypse

=====

Re: Crucible Expansion

Posted by ongre - 2011/12/12 12:30

Ok bug : bot started mining and then couldn't scan the cargo (first time I have problems when scanning for cargo), it shut itself off because it couldn't find the cargo.

http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-4.txt

=====

Re: Crucible Expansion

Posted by lrhodes404 - 2011/12/12 12:35

Slav2 wrote:

lrhodes404 wrote:

decimal=.

digit=" "

Hey guys, no matter what I change this preference to (with quotations, without quotations), I still have a comma separating my thousand digits. Any word on an update for this since I can't seem to figure it out myself? Many thanks in advance. Just use latest version and if bot does not work, send new log file to my mail. Sooner or later we will have all such combo of separators/decimals interpreted correctly.

Fixed! Thanks, back to mining...

=====

Re: Crucible Expansion

Posted by Snukzor - 2011/12/12 12:51

at my Miner Pos Minering dont work, my Miners only sit in Forcefield and make nothing and this for hours ^^ http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-5.txt

=====

Re: Crucible Expansion

Posted by gypse - 2011/12/12 13:27

Sorry, I forgot to attach the debug report. Not sure but it looks like it repeating the bookmark setup because it thinks there is nothing there. Just a guess :)

Gypse http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-7.txt

=====

Re: Crucible Expansion

Posted by Hayetamn - 2011/12/12 15:00

First run completed. Having problems when the Hulk is trying to return to Docks with Cargo. Keeps crashing http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-8.txt

=====

Re: Crucible Expansion

Posted by craigst - 2011/12/12 15:06

i dont think bookmarks work yet , try manually doing book marks

=====

Re: Crucible Expansion

Posted by gypse - 2011/12/12 15:56

Yeah, I tried manually putting the bookmarks in and my ship doesn't even get out of the dock before EVE crashes.

=====

Re: Crucible Expansion

Posted by craigst - 2011/12/12 16:01

make sure nothink ticked in eve as will not work

=====

Re: Crucible Expansion

Posted by drakir - 2011/12/12 16:10

Hi...

Thanks for the great support... getting all this to work so quickly, great job !!!

Version 3.14.0.13
Eve Build (323364)

I also have the problem with Ice Mining with my ship: Covetor
It still continues to mine after the cargo is full (9 m3).

=====

Re: Crucible Expansion

Posted by Zal - 2011/12/12 17:17

First run went smooth, miner she is mining again. I think possibly "abandon all nearby wrecks" may not work yet as it did not select it after fight module docked drones although it did open the menu for it.

I'm running late for work so if I get time later I will monitor and post logs.

PS: Thank you Slav(e) :p

=====

Re: Crucible Expansion

Posted by ComalDave - 2011/12/12 17:54

Version 3.14.0.13

Completed First Run Wizard. ErrorHandler took OverviewScanError pictures. Log file and pictures sent by email.

Working
Mining, Avoiding, Drones in Fight Mode. Unload Cargo.

Fleet Mode is not working. Log files and pictures sent by email.

Scanner appears to be working. Examination of log files indicate that it may not be working on a consistent basis. The OCR seems to be fairly accurate but you are having parsing problems. Log files sent by email.

Error Correction

Always Enter User Name is turned of for Client 2 and Client 3. Client 2 goes directly to Password. Client 3 deletes user name, types username before going to Password.

Logoff Timer not working.

Re: Crucible Expansion

Posted by Zabba51 - 2011/12/12 20:15

Im not sure what is going wrong at all. I have 6 accounts.

5 of the 6 work. All are using the exact same setup on everything. (from eve to the software of the pc is all the same) But this one account jus keeps stopping. I dont know whats wrong with it. Just keeps turning eve off after a few minutes.

=====

Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/12 20:37

Zabba51 wrote:

Im not sure what is going wrong at all. I have 6 accounts.

5 of the 6 work. All are using the exact same setup on everything. (from eve to the software of the pc is all the same) But this one account just keeps stopping. I don't know whats wrong with it. Just keeps turning eve off after a few minutes.

I'm sure you've probably thought of it, and have probably done it, but just another first run wiz, copy the code, relock it, re-send it 2 your email, DL, etc...

just my thought on why it would only be the one

=====

Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/12 20:37

double posted =/

=====

Re: Crucible Expansion

Posted by kjlwillycoyote - 2011/12/12 20:43

Zal wrote:

First run went smooth, miner she is mining again. I think possibly "abandon all nearby wrecks" may not work yet as it did not select it after fight module docked drones although it did open the menu for it.

I'm running late for work so if I get time later I will monitor and post logs.

PS: Thank you Slav(e) :p

I also had a problem with my bot (not on a vm) and the "wrecks" tab... It opened wrecks, did not abandon, went back to asteroids, went back to wrecks, and kept reopening the wrecks tab until it eventually crashed out, and restarted.

I will watch the bot again some other time, too tired to do it now. If it does it again, I'll send ya logs and all that

EDIT: I was just watching bot while typing this (on a vm) and saw that it froze for a second. It was trying to right click on strip miner to see the info. A little black box appeared with "Strip Miner I" popped up and it covered 1/2 of the "show info" option. I moved the mouse on the VM and it went back to normal, checked the info etc etc. just a heads up cause I think it could pose a problem for other people as well.

EDIT AGAIN: Also, with first run wiz, I have to go back and fix the cargo and items position. I believe it is the little tan/vanilla box getting in the way. The box that say stuff like "sever status is ok" and "used username: blahblahblah, password: blahblahblah"

EDIT YET AGAIN: I was checking it before I went to sleep and I saw it doing the wrecks thing again, turning on the thing that makes logs, will send to you sometime tomorrow (at least 12 hours from now lol)

and on a side note.. firefox doesn't think "ok" is a word lol

=====

Re: Crucible Expansion

Posted by Zabba51 - 2011/12/13 04:04

go figure, thats what it was >.

=====

Re: Crucible Expansion

Posted by adama89 - 2011/12/13 05:50

can someone tell me how to deactivate the prediction for my cargo and live only the stay in belt timer?i switch the value in the minima and maximal cargo to 100 and this thing is still working(mining prediction the thing that it is telling how you mined and how the bot predict) mine in mining more that it predicts and the bot deactivats the strip miners...So can someone tel me what i am doing wrong because i have spend lots of time and i couldnt figure it out...

Thnx in advance!

=====

Re: Crucible Expansion

Posted by metsf1 - 2011/12/13 06:48

So is anybody having any luck with the xxx.13 release?? I can't keep my miners running for more than an hour or so...

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:31

gypse wrote:

Got a question. I was able to get through the first run justt fine and when i go to continue it just brings my ship out of the dock and auto bookmarks the 0-Station about 6 times and then closes EVE. It starts it back up and brings my ship into dock and then undocks almost as soon as it goes in. Once out, it starts to bookmark 0-Station again about 6 times and then closes EVE. I've observed it do this about 4 times before I shut it down. Does anyone have any idea what it might be doing or if I am missing something? :(

Thanks

GypseRecord log please, then disable autobookmark creation in settings. Create some bookmarks manually as described in manual.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:35

ongre wrote:

Ok bug : bot started mining and then couldn't scan the cargo (first time I have problems when scanning for cargo), it shut itself off because it couldn't find the cargo.
http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-4.txtKnown bug. You may workaround it if you move selected item window below (vertically) then cargohold or dont mine kernite. I will fix it in the next version.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:38

Snukzor wrote:

at my Miner Pos Mining dont work, my Miners only sit in Forcefield and make nothing and this for hours ^^
http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-5.txtPOS usage not tested yet. Will do this asap.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:43

gypse wrote:

Sorry, I forgot to attach the debug report. Not sure but it looks like it repeating the bookmark setup because it thinks there is nothing there. Just a guess :)

Gypse http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-7.txtPlease pause bot after

login in space and create screenshot with bot's test stand.

Tools->open test stand->Click Lock->Click Start button in bmp extractor group->Click open button from the right of start button and send bitmap to my mail. Did you try to redo first run wizard? It is good idea to redo first run wizard with "fail safe" settings as described in the manual.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:45

Hayetamn wrote:

First run completed. Having problems when the Hulk is trying to return to Docks with Cargo. Keeps crashing http://www.macrolab-online.com/images/fbfiles/files/Debugger_3-20111212-8.txt Old licenses not compatible with new expansion. You need to rebind license to correct serial which is F453-E30D-55E6-429D-D201-D8A8 now for character you use.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:49

drakir wrote:

Hi...

Thanks for the great support... getting all this to work so quickly, great job !!!

Version 3.14.0.13
Eve Build (323364)

I also have the problem with Ice Mining with my ship: Covetor
It still continues to mine after the cargo is full (9 m3). I would recommend to define correct warpout time for ice mining. There is max time in belt value which is counted from the moment when warping finishes. Prediction of warp out time during ice mining was never more precise then max time limit. Usually I suggest to set minimal cargohold load = maximal cargohold load = 87% for ice miners, but need to check this value with covetor.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:51

Zabba51 wrote:

Im not sure what is going wrong at all. I have 6 accounts.

5 of the 6 work. All are using the exact same setup on everything. (from eve to the software of the pc is all the same) But this one account jus keeps stopping. I dont know whats wrong with it. Just keeps turning eve off after a few minutes. You better show me log file for this char or recheck serial you use for this char. It looks like problem with serial.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:54

adama89 wrote:

can someone tell me how to deactivate the prediction for my cargo and live only the stay in belt timer? i switch the value in the minima and maximal cargo to 100 and this thing is still working(mining prediction the thing that it is telling how you mined and how the bot predict) mine in mining more that it predicts and the bot deactivats the strip miners...So can someone tel me what i am doing wrong because i have spend lots of time and i couldnt figure it out...

Thnx in advance!Please check that you use latest version 3.14.0.13 and create log file. I will try to fix this problem in the next version.

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 08:57

metsf1 wrote:

So is anybody having any luck with the xxx.13 release?? I can't keep my miners running for more than an hour or so...Possible if you mine luminous kernite. As I found recently bot, seems, hate the word luminous.

Re: Crucible Expansion

Posted by ComalDave - 2011/12/13 10:52

metsf1 wrote:

So is anybody having any luck with the xxx.13 release?? I can't keep my miners running for more than an hour or so...

I got a six hour run for my two miners. That is my daily limit.

Re: Crucible Expansion

Posted by Slav2 - 2011/12/13 11:53

3.14.0.14 version is up:

- Fixed cargoerror bug when mining luminous kernite
- Taskbar will now totally disappear if you have monitor resolution 1280*900 or lower. (Previous version did not hide start button on Vista or Win7). This behavior may be disabled in error correction settings.

Re: Crucible Expansion

Posted by Gregar - 2011/12/13 12:56

Slav2 wrote:

Latest build does not have POS support yet, but I think I will fix it today.

Hey Slav,

You had a chance to look at the errors with mining to POS yet ? Only reason why I'm asking is that my license is just about to expire (2 days) ha and I wanted to make sure the 2 main problems we have is sorted before trying to setup a paypal account as credit card still doesn't work as a method of payment and I don't have an AMEX card.. :(

1: Needs to relocate the POS Hangar Bay when it opens

=====

Re: Crucible Expansion

Posted by gary - 2011/12/13 13:20

i am also still waiting for the pos hangar fix

=====

Re: Crucible Expansion

Posted by sirpico - 2011/12/13 16:48

I use travel between systems, set at 7000 seconds, with 30 systems, but its not working just stays in the same system.

Im at work atm, will send logs if needed, later tonight.

=====

Re: Crucible Expansion

Posted by sirpico - 2011/12/13 17:08

disregard last post, was human error :S ,

=====

Re: Crucible Expansion

Posted by adama89 - 2011/12/14 01:28

Slav2 wrote:

3.14.0.14 version is up:

- Fixed cargoerror bug when mining luminous kernite
- Taskbar will now totally disappear if you have monitor resolution 1280*900 or lower. (Previous version did not hide start button on Vista or Win7). This behavior may be disabled in error correction settings.

Sorry for the stupid question but where can i foun 3.14.0.14 version for downloading?

=====

Re: Crucible Expansion

Posted by testaccount3 - 2011/12/14 03:16

adama89 wrote:

Sorry for the stupid question but where can i foun^g 3.14.0.14 version for downloading?

Beta releases can be found in Slav's sig

=====

Re: Crucible Expansion

Posted by adama89 - 2011/12/14 04:36

thnx a lot!

=====

Re: Crucible Expansion

Posted by lss7910 - 2011/12/14 04:44

New CCP update requires first run wizard re-run due to new EULA screen. Hopefully she is still working after.

update: 40 minutes and my first run is still going, ccp broke something?

yup broke, just loops around during first run, no time for logs, gotta get to work

Lisa

=====

Re: Crucible Expansion

Posted by vangrimmel - 2011/12/14 05:41

Yep. Something is broken. The bot doesn't complete the first run ... although everything is set.

=====

Re: Crucible Expansion

Posted by ComalDave - 2011/12/14 12:32

Version 3.14.0.14

Unable to complete First Run Wizard after patch.

=====

Re: Crucible Expansion

Posted by rooterr - 2011/12/14 12:41

ComalDave писал(а):

Version 3.14.0.14

Unable to complete First Run Wizard after patch.

LOOP first run wizard / end of first run wizard

```
00:36:52 (1003) PresetIndex=5, name=(unstuck) - not found, Func : GetPresetNumber
00:36:52 (1003) PresetIndex=6, name=(gates) - not found, Func : GetPresetNumber
00:36:52 (1003) PresetIndex=7, name=(avoid) - not found, Func : GetPresetNumber
00:36:52 (1003) PresetIndex=8, name=(wrecks) - not found, Func : GetPresetNumber
00:36:52 (1003) Region: Sorting Order Update And Selected Item Window Check, Func : DockingToStation
00:36:52 (1003) D=79.2590688817374, TT:{X=741,Y=231,Width=161,Height=17},
WA1:{X=677,Y=190,Width=124,Height=282}, WA2:{X=677,Y=190,Width=124,Height=282}, mouse:{X=733,Y=257},
new:{X=772,Y=188}, Func : RemoveToolTipFromAreas
00:36:55 (1005) Distances:0|2363646361800|4054102304100|||||||, Func : ScanObjects
00:36:55 (1005) Region: Overview Scan, Func : DockingToStation
00:36:55 (1006) Distances:0|2363646361800|4054102304100|||||||, Func : ScanObjects
00:36:55 (1006) Region: First line check, Func : DockingToStation
00:36:55 (1006) Failed to read distance or icon type in the first line, Func : DockingToStation
00:36:55 (1006) ...while docking is not started yet. Code 0, Func : DockingToStation
00:36:55 (1006) Docking to station failed. Code 0, Func : FirstRun
00:37:00 (1011) TimeRange check (local time): now 00:37:00, DTstart 14:50:00, DTstop 15:35:00, Func :
DownTimeCheck
00:37:00 (1011) TimeRange check (UTC): now 20:37:00, DTstart 10:50:00, DTstop 11:35:00, Func :
DownTimeCheck
00:37:00 (1011) DownTime not detected. Code 0, Func : DownTimeCheck
00:37:02 (1013) Restart label. Using 3.14.0.14 version, Func : StartEVEAndLogin
00:37:02 (1013) Make sure you are using latest version before submit log file, Func : StartEVEAndLogin
```

eve crashes or something.....

=====

Crucible Expansion

Posted by rooterr - 2011/12/14 14:44

i fix first run wizard manually
and bot work fine but.....

after mine asteroids- bot get error on docking station function

FULL LOG AND SCREEN IN FILE ATTACH

```
02:24:28 (570) Overview preset text=(stations) , Func : GetPresetNumber
02:24:28 (570) PresetIndex=0, name=(asteroids) - not found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=1, name=(npcs) - not found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=2, name=(stations) - found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=3, name=(belts) - not found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=4, name=(containers) - not found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=5, name=(unstuck) - not found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=6, name=(gates) - not found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=7, name=(avoid) - not found, Func : GetPresetNumber
02:24:28 (570) PresetIndex=8, name=(wrecks) - not found, Func : GetPresetNumber
02:24:28 (570) Region: Sorting Order Update And Selected Item Window Check, Func : DockingToStation
```

02:24:28 (571) Distances:0|2363646361800|4054102304100|||||||, Func : ScanObjects
02:24:29 (571) Region: Overview Scan, Func : DockingToStation
02:24:29 (571) Distances:0|2363646361800|4054102304100|||||||, Func : ScanObjects
02:24:29 (571) Region: First line check, Func : DockingToStation
02:24:29 (571) Failed to read distance or icon type in the first line, Func : DockingToStation
02:24:29 (571) ...while docking is not started yet. Code 0, Func : DockingToStation
--> 02:24:29: ExitCode 0. Method consumed 1 sec. in 1 runs (average 1 secs/run), Next Line: 900
--> Desc: Returns 0 if error or timeout while loading station

02:24:29: ErrorHandler(900)

02:24:29 (571) WinActivate success, Func : ErrorHandler
02:24:29 (571) Recorded screenshot:C:Documents and SettingsAdminLocal SettingsApplication
DataMacroLabEVE PilotErrorHandlerDebugger-3.14.0.14-2011-12-15_02-24-29_ss_desktop.bmp, Func :
ErrorHandler
Pattern: 02:24:29, bg1=0x30, bg2=0x63, c=B

forum has a problem to upload the file - upload to <http://zalil.ru/32280429>

and doubled to email

=====

Re: Crucible Expansion

Posted by metsf1 - 2011/12/14 15:36

Slav2 wrote:

metsf1 wrote:

So is anybody having any luck with the xxx.13 release?? I can't keep my miners running for more than an hour or so...Possible if you mine luminous kernite. As I found recently bot, seems, hate the word luminous.

Slav, I watched it and it actually fails while trying to abandon wrecks. The problem is the same as has been described above. It right clicks, menu appears, it can't figure out what to do.

I don't want to flood you with logs, if you want mine let me know. Seems to be the same issue that was mentioned in this thread.

=====

Re: Crucible Expansion

Posted by Slav2 - 2011/12/15 03:17

Guys, dont use functions:

- fleet autoformation
- jetconts
- POS
- wrecks abandoning
- PI

I will fix them as basic functions (appeared earlier) will work correctly.

Lets close this thread and move discussion to next version thread.

=====