

Preventing Gank in High Sec

Posted by mdrgr84 - 2016/08/23 08:12

Hi everyone

I've start using Evepilot...and in the first time..i just want to mine in high sec like 0.9

Using this 1 day ago...i add allready be ganked...

Some advise? Bot configs?

I see that is better leveling skills and mine with a procurer on high sec...this can old better to wait the concord arrive

This is true?

Need some help, i'm a little desperated with this

Best regards to all

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Re: Preventing Gank in High Sec

Posted by Bumblebee - 2016/08/24 19:20

add gankers to -10 list.

set bot to avoid -10 (terrible)

:)

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Re: Preventing Gank in High Sec

Posted by Slav2 - 2016/08/24 23:05

Also need to tick expand pnp in first run wizard settings

http://www.macrolab-online.com/knowledgebase/scr/images/first_run_wizard_settings.png

Redo first run

Tick enable real time local monitor and untick EWO if too many chars in local

http://www.macrolab-online.com/knowledgebase/scr/images/zero_mining_support.png

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Re: Preventing Gank in High Sec

Posted by Minesalot - 2016/08/26 16:24

Also to avoid ganks, fly a procurer, or a skiff. WITH A DAMAGE CONTROL UNIT II !!!!!!!!!!!!!!!

You are sacrificing a few percentage points of yield for no ganks. ok NO ganks is extreme, but a skiff with a proper tank, 1 DCU II and resistance rigs and 2 adaptives, will force them to bring 20+ catalysts to come gank you.

What they do now, is fly mining barges, fit with ship scanners and passive targeting systems, so you dont know they are targeting you. Then they scan you, find out you dont have a tank. They go send a drone to attack a customs office to attract police, warp to zero on the barge next to you and pop you and run.

Fit a tank!
Fit a tank!

and NEVER PAY CODE!!!!

NEVER TALK TO CODE monkeys.

They do this to get tears, and to not be bored.
IF you complain to them about being blown up, they win.
If you talk to them, they win.
IF you lose ships to them, they win.

Once they learn you are not an easy mark, and wont pay them, they move on after a few days, maybe a week. YOU WIN!

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Re: Preventing Gank in High Sec

Posted by Skillinjector - 2016/09/09 00:17

Bumblebee wrote:

set bot to avoid -10 (terrible)

:)

how?

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Re: Preventing Gank in High Sec

Posted by Bumblebee - 2016/09/14 18:04

check the 0.0 mining support tab...

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Re: Preventing Gank in High Sec

Posted by nmerritt - 2016/12/28 18:47

i have lost so many ships to these guys its getting very bad my ships are shield tanked as much as my skills allow, was just wondering about the avoid setting in overview bot only keeps window open until ship approaches roids then goes to roids tergets and does its thing,target roid ,activate lazars and so on is it not possible for bot to have avoid open on approaching belt switch to roids target turn on lazars then back to avoid,repeat till orehold full, hope ye understand what im writing and i'm no good at doing scrips so would not have a clue how to do this myself :(

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Re: Preventing Gank in High Sec

Posted by Slav2 - 2016/12/28 21:49

If you want constantly avoid belts with PC you need to enable blind mode + avoid during blind mode + avoid PC.

I would use different tactic. There are high sec systems without direct connection to other high sec systems. Casual miners don't mine here. Mine here, compress ore and sell. People who live in zeroes will come and purchase your ore if you have bulk orders. Or use third party services to transport your ore to high sec.