

## Make the hunt bot loot wrecks ?

Posted by Eveman99 - 2013/07/27 06:55

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Dear Slav2,

i dont want to cut your income :-) but a combined hunt bot with looting would be great !

Should not be too difficult as you have already written all necessary program code.

- A) hunt bot kills NPC
- B) switch to wrecks and loot them
- C) when hangar is full of loot OR ammo is low fly to station unload/reload

Please include travel option, so that the hunt ship can roam neighbor systems without stations too.

Drone support would be nice for our Galente friends :-) You already use drones to kill NPC in the mining bot.

If you name it "hunt bot ++" and make it more expensive i will buy nevertheless. Better than wasting a second account just for looting.

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## Re: Make the hunt bot loot wrecks ?

Posted by Slav2 - 2013/07/29 05:04

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How to understand that ammo is depleted when you have some cargo inside? Search for ammunition from time to time? Also looter get 1000+ m^3 of a loot sometimes, impossible to loot all wrecks with hunter. You dont waste account if you get the same income from loot as you do from bounty.

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## Re: Make the hunt bot loot wrecks ?

Posted by Eveman99 - 2013/08/04 03:59

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Your competitors solve that, by placing giant secure containers.

If i hunt in a small ship, cargo management could be difficult sometimes.

Certainly you have to reload ammo / unloot loot quite often, but it still works.

Eve Pilot is much more reliable, error-safe and variable than your competitors, thats why i would love to see some combined hunt/loot bot.

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## Re: Make the hunt bot loot wrecks ?

Posted by Slav2 - 2013/08/04 06:40

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Eveman99 писал(а):

Your competitors solve that, by placing giant secure containers Explain what do you mean. This bot detects the time when need to reload ammo and go to pos based on ammunition load in m^3. If you drop anything to cargohold, you have to record cargo addition and recalculate remaining ammo volume. In principle doable.

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## Re: Make the hunt bot loot wrecks ?

Posted by Eveman99 - 2013/08/09 05:24

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yes, thats exactly how this works. You can use either station/pos or giant secure container.

Bot is hunting till ships cargo hold is full (by checking the window) OR Ammo is depleted ( can be checked either by the high slot button form or taking cargo windo and witching it to "ammo only" from time to time.

For refilling ammo/unloading loot you can check the station cargo window/giant secure container window.

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## Re: Make the hunt bot loot wrecks ?

Posted by Eveman99 - 2013/09/17 14:44

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It is already part of the miner bot, why dont you implement it into the hunter bot ?

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## Re: Make the hunt bot loot wrecks ?

Posted by Slav2 - 2013/09/18 01:24

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Eveman99 wrote:

It is already part of the miner bot, why dont you implement it into the hunter bot ? Miner is finishing work when cargohold is full, hunter - when it is empty. I may redo this, but when I complete other more important things like drone support and fix a few bugs related to maneuvering and orbiting.

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## Re: Make the hunt bot loot wrecks ?

Posted by Eveman99 - 2013/11/13 02:07

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Your competitor solves this in the following way :

- check if cargo is (defined value) unload to GSC or POS

By hunting/looting in 0.0 , -0,5 truesec or lower, chaining enabled you make the same money you earn by destroying rat battleships by selling the loot from these battleships. This means double isk/hour compared hunting without looting

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## Re: Make the hunt bot loot wrecks ?

Posted by Eveman99 - 2013/11/24 05:40

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Please take care about this and i will buy some lifetime licences :-)

Every 20 minutes you can earn about 5-8k Concord bounties by chaining battleship rats in 0.0.

But by looting these battleship wrecks you earn at least another another 10 millions in items.

Please implement this !

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