

Approach line not detected, and logs off

Posted by mysc - 2014/03/14 17:04

Hi,

My Belthunter kills teh rats or maybe just one left out of reach, tehn its says.

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1:01:51 (1190) ALIGN line not detected, Func : AlignOrApproachLineClick
  01:01:51 (1190) APPROACH line not detected, Func : AlignOrApproachLineClick
  01:01:51 (1190) ALIGN line not detected, Func : AlignOrApproachLineClick
  01:01:51 (1191) APPROACH line not detected, Func : AlignOrApproachLineClick
  01:01:51 (1191) ALIGN line not detected, Func : AlignOrApproachLineClick
  01:01:52 (1191) APPROACH line not detected, Func : AlignOrApproachLineClick
  01:01:52 (1191) ALIGN line not detected, Func : AlignOrApproachLineClick
  01:01:52 (1191) APPROACH line not detected, Func : AlignOrApproachLineClick
  01:01:52 (1191) ALIGN line not detected, Func : AlignOrApproachLineClick
  01:01:52 (1191) APPROACH line not detected, Func : AlignOrApproachLineClick
  01:01:52 (1192) ALIGN line not detected, Func : AlignOrApproachLineClick
  01:01:52 (1192) Menu not detected. Code 0, Func : AlignOrApproachLineClick
  01:01:52 (1192) Align or approach click error. Code 0, Func : StopOperationHunter
  01:01:53 (1192) SS: C:UsersRobyAppDataLocalMacroLabEve
PilotErrorHandlerEVEPilot-6.6.3.0-AlignOrApproachClickError-2014-03-15_01-01-52.bmp, Func :
StopOperationHunter
---> 01:01:53: ExitCode 0. Method consumed 139 sec. in 114 runs (average 1 secs/run), Next Line: 900+

---> Desc: Returns 0 if error

01:01:53: ErrorHandler(900)

  01:01:53 (1192) PixelCoordMode: True, Func : ErrorHandler
  01:01:53 (1192) MouseCoordMode: True, Func : ErrorHandler
  01:01:53 (1192) ToolTipCoordMode: False, Func : ErrorHandler
  01:01:53 (1192) WinActivate success, Func : ErrorHandler
  01:01:53 (1193) Recorded screenshot:C:UsersRobyAppDataLocalMacroLabEve
PilotErrorHandlerEVEPilot-6.6.3.0-2014-03-15_01-01-53_ss_desktop.bmp, Func : ErrorHandler
  01:01:53 (1193) Recorded screenshot:C:UsersRobyAppDataLocalMacroLabEve
PilotErrorHandlerEVEPilot-6.6.3.0-2014-03-15_01-01-53_ss_client.bmp, Func : ErrorHandler
  01:01:53 (1193) Mouse removed to neocom bar, Func : ErrorHandler
  01:01:55 (1194) Station space check passed with res=3, Func : ErrorHandler
  01:01:55 (1194) HP arcs position detected, Func : ErrorHandler
  01:01:55 (1194) Overview window found, Func : ErrorHandler
  01:01:55 (1194) Scan objects in overview passed, Func : ErrorHandler
---> 01:01:55: ExitCode 2. Method consumed 1 sec. in 1 runs (average 1 secs/run), Next Line: 003+
---> Desc: Returns 2 if error not confirmed, go to space

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Re: Approach line not detected, and logs off

Posted by Slav2 - 2014/03/21 06:55

There is a bug in hunter. Dont use npc orbitting function yet. I will need to check it again.

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Re: Approach line not detected, and logs off

Posted by mysc - 2014/03/22 16:01

It works now, pretty sure it started to work when I change Max # of BM, it was 2, and I changed it to 10.
Now it works, not sure if that helped, but thought I would share that info. And you might find the problem.

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Re: Approach line not detected, and logs off

Posted by Slav2 - 2014/03/23 23:31

mysc wrote:
It works now, pretty sure it started to work when I change Max # of BM, it was 2, and I changed it to 10.
Now it works, not sure if that helped, but thought I would share that info. And you might find the problem.

Monitor the situation. There is an execution path when bot checks for local and activate local chat window over people and place. After this bot will not find a line where to click in people and places. I have updated bot test version to avoid this posible problem but test needed.

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