

## Drones not set to return on damage since UI update

Posted by Tatey - 2019/11/28 00:20

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Drones don't return until structure is damaged instead of shield since the new UI update in November patch.

Patch Notes :-

Reorganised Watchlist and Drone HP bars to "Structure - Armour - Shield"

Updated Watchlist and Drone HP bars to deplete from right to left

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## Re: Drones not set to return on damage since UI update

Posted by Pronator - 2019/11/28 04:21

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Bump. Also noticed this. Is EP not able to read from memory rather than UI for this?

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## Re: Drones not set to return on damage since UI update

Posted by Slav2 - 2019/11/28 20:36

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Tatey wrote:

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Updated Watchlist and Drone HP bars to deplete from right to left

Thank you, I will add corrections.

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## Re: Drones not set to return on damage since UI update

Posted by Slav2 - 2019/11/28 20:38

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Pronator wrote:

Bump. Also noticed this. Is EP not able to read from memory rather than UI for this? Nope, bot uses pure OCR for all tasks.

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## Re: Drones not set to return on damage since UI update

Posted by Tatey - 2019/11/29 04:52

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Slav2 wrote:

Tatey wrote:

Drones don't return until structure is damaged instead of shield since the new UI update in November patch.

Patch Notes :-

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Thank you, I will add corrections.

Thanks for the quick fix, working great now :)

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