

## Dread spawn avoidance when landing.

Posted by naydens - 2021/03/31 05:07

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Hey there,

Is there a chance a check upon landing is made to check if there is a dread spawn.  
If the BOT warps to an anomaly with a dread spawn it will do a bunch of checks, like avoidance check, set orbit etc. , by that time the dread has already killed the ship.

Thanks !

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## Dread spawn avoidance when landing.

Posted by Mayor - 2021/04/01 09:46

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## Re: Dread spawn avoidance when landing.

Posted by Slav2 - 2021/04/03 07:28

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Order of functions may be switched with algorithm editing. What algorithm do you use (belts, anomalies or speed tank)?

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## Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/04/04 08:50

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I use Speed tank on anomalies. I'll give that a shot. thanks.

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## Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/04/04 13:18

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Can't seem to find the Dread check, is it part of the AvoidShipHunter routine ?

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## Re: Dread spawn avoidance when landing.

Posted by Slav2 - 2021/04/05 10:13

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Try this algorithm

<https://www.macrolab-online.com/kuploads/files/AbyssHunterSpeedTank.txt>

Save it as AnomalyHunterSpeedTank.txt in "scripts" directory of the bot in data folder. If you don't see this directory, create it. To open data folder use menu->tools->DataFolder button. Then use front page of the bot, switch to custom algorithm. You will see AnomalyHunterSpeedTank, select it. New first run is not required

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### Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/04/07 09:49

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What I can't seem to find is part of which function is the dread avoidance ? I tried using AvoidShipHunter right after WarpToLocation, but its not that ?  
Can you please, tell me where is the Dread avoidance so that I can add that function right after the warp.

Thank you.

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### Re: Dread spawn avoidance when landing.

Posted by Slav2 - 2021/04/07 10:05

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I added necessary changes in algorithm in attachment. Can you test it first? AvoidShipsHunter is responsible for check. Cap ship should appear in NPC preset in overview. If necessary need to redo first run

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### Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/04/07 13:13

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Seems to be crashing with that file:

Ooops, we crashed with message Object reference not set to an instance of an object.  
Please screen this info and send to slav2@list.ru

```
at []:[]:[]:[] ()  
1:[]  
2:ThreadStart_Context  
3:RunInternal
```

I don't have more time to tackle this today, when I can I will reproduce and collect the logs. Thanks !

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## Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/04/10 07:08

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I did the following modifications and the algorithm seems stabled.  
Unfortunately, there are no dread spawns at the moment to put it to the test, but I'll keep you posted.

```
310: UndockSub()
320: WarpingToLocation(1)
325: AvoidShipsHunter()
330: BeltHunter()
340: CheckLocal(;;)
400: FleetMode()
410: CheckAnomalies(True)
420: CheckLocal(;;)
```

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## Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/04/16 08:52

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This did not work as expected, it still does the Player ship check and local check before it checks the NPCs which gets the ship killed.

I'm doing this in a Ishtar which can take about 2-3 hits from the dread.

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## Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/04/26 03:28

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Good News Everyone !

I finally had some time to work on this and I found the solution.

The function that checks for the Dread spawn and warps out is in the "BeltHunter" routine and not in "AvoidShipsHunter" as we previously thought.

I tweaked the algorithm to loop trough BeltHunter right after the warp is finished, tested it a few times and the bot always warped out and did not die, most of the time it got 1 hit from the dread, but that's fine as long as you are not pointed.

Now this confuses the bot a little and ads time to check for other players after landing, but so far works like a charm.

I have attached the algorithm I am using here.

Ideally, the best solution would be to add the dread check function in the start of "HunterFightStart" or at the end of "WarpingToLocation" routines, but that's out of my scope :) its up to Slav on this. Hopefully we'll see it in a future version.

[https://www.macrolab-online.com/kuploads/files/AnomalyHunterSpeedTank\\_DREADFIX.txt](https://www.macrolab-online.com/kuploads/files/AnomalyHunterSpeedTank_DREADFIX.txt)

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## Re: Dread spawn avoidance when landing.

Posted by naydens - 2021/06/13 09:08

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I would like to open this discussion again.

Tho changing the algorithm to loop trough " BeltHunter" to check for Dreads upon landing tends to generally work for avoiding a Dread at warpin, it causes a bunch of other issues I cannot get sorted. Like the BOT will not set its orbit straight or will leave drones behind if it sees non NPC ship.

Slav, can you embed a check for Dread spawns inside "WarpingToLocation", so that the BOT checks for Dreads right after it lands and warps off.

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