

## Bot travels to safespot and loops

Posted by phaseshift - 2021/06/12 10:32

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Having this issue where the bot goes to safespot and never uses the filament as such this continues to go on a loop:

13:12:23: AbyssHunterFightModule(400)

13:12:24 (335) New performance log started, Func : AbyssHunterFightModuleFast  
13:12:24 (335) OCR:50ms, Func : AbyssHunterFightModuleFast  
13:12:24 (335) StationSpaceCheck:10ms, Func : AbyssHunterFightModuleFast  
13:12:24 (335) Warp not detected/finished. Code 2, Func : WarpingSubStop  
13:12:24 (335) WarpingSubStop: 12ms, Func : AbyssHunterFightModuleFast  
13:12:24 (335) SS renewal:27ms, Func : AbyssHunterFightModuleFast  
13:12:24 (335) SelectedItemWindowCheck:310ms, Func : AbyssHunterFightModuleFast  
13:12:24 (335) Selected items window detected, Func : AbyssHunterFightModuleFast  
13:12:24 (336) GetPresetNumber:64ms, Func : AbyssHunterFightModuleFast  
13:12:24 (336) Current preset = (2), Func : AbyssHunterFightModuleFast  
13:12:24 (336) Selecting Abyss preset, Func : AbyssHunterFightModuleFast  
13:12:24 (336) Check Preset: current (2), required 1, name: |npcs|, Func : CheckPreset  
13:12:24 (336) 1 preset selection, Func : CheckPreset  
13:12:27 (338) CheckPreset178:2943ms, Func : AbyssHunterFightModuleFast  
13:12:27 (338) NPC preset was selected OK, Func : AbyssHunterFightModuleFast  
13:12:27 (339) Header sorting = Undefined (NoArrow), ScanX=853, ScanY1=203, ScanY2=204,  
Func : SortHeader  
13:12:31 (342) SystemProcessing:, Func : AbyssHunterFightModuleFast  
13:12:32 (343) Finish. Code 1, Func : SetupCargoManager  
13:12:32 (343) -initial drones check, Func : AbyssHunterFightModuleFast  
13:12:32 (343) Drones\_RepairsRequired: False, Func : AbyssHunterFightModuleFast  
13:12:32 (343) Expanding drone in space folder, Func : AbyssHunterFightModuleFast  
13:12:35 (346) weapons grouped, Func : AbyssHunterFightModuleFast  
13:12:35 (346) Abyssal trace present. Code 2, Func : AbyssHunterFightModuleFast  
--> 13:12:47: ExitCode 2. Method consumed 23 sec. in 1 runs (average 23 secs/run), Next Line: 400  
--> Desc: Return 2 if work in progress

13:12:47: AbyssHunterFightModule(400)

13:12:47 (359) New performance log started, Func : AbyssHunterFightModuleFast  
13:12:48 (359) OCR:41ms, Func : AbyssHunterFightModuleFast  
13:12:48 (359) StationSpaceCheck:12ms, Func : AbyssHunterFightModuleFast  
13:12:48 (359) Warp not detected/finished. Code 2, Func : WarpingSubStop  
13:12:48 (359) WarpingSubStop: 12ms, Func : AbyssHunterFightModuleFast  
13:12:48 (359) SS renewal:26ms, Func : AbyssHunterFightModuleFast  
13:12:48 (359) SelectedItemWindowCheck:300ms, Func : AbyssHunterFightModuleFast  
13:12:48 (359) Selected items window detected, Func : AbyssHunterFightModuleFast  
13:12:48 (359) GetPresetNumber:30ms, Func : AbyssHunterFightModuleFast  
13:12:48 (359) Current preset = (1), Func : AbyssHunterFightModuleFast  
13:12:48 (359) SystemProcessing:, Func : AbyssHunterFightModuleFast

13:12:48 (359) Finish. Code 1, Func : SetupCargoManager  
 13:12:48 (359) -initial drones check, Func : AbyssHunterFightModuleFast  
 13:12:48 (359) Drones\_RepairsRequired: False, Func : AbyssHunterFightModuleFast  
 13:12:49 (360) weapons grouped, Func : AbyssHunterFightModuleFast  
 13:12:49 (360) Abyssal trace present. Code 2, Func : AbyssHunterFightModuleFast  
 ---> 13:12:51: ExitCode 2. Method consumed 27 sec. in 2 runs (average 13 secs/run), Next Line: 400  
 ---> Desc: Return 2 if work in progress

13:12:51: AbyssHunterFightModule(400)

13:12:51 (362) New performance log started, Func : AbyssHunterFightModuleFast  
 13:12:51 (362) OCR:48ms, Func : AbyssHunterFightModuleFast  
 13:12:51 (362) StationSpaceCheck:11ms, Func : AbyssHunterFightModuleFast  
 13:12:51 (362) Warp not detected/finished. Code 2, Func : WarpingSubStop  
 13:12:51 (362) WarpingSubStop: 11ms, Func : AbyssHunterFightModuleFast  
 13:12:51 (362) SS renewal:27ms, Func : AbyssHunterFightModuleFast  
 13:12:51 (363) SelectedItemWindowCheck:304ms, Func : AbyssHunterFightModuleFast  
 13:12:51 (363) Selected items window detected, Func : AbyssHunterFightModuleFast  
 13:12:52 (363) GetPresetNumber:30ms, Func : AbyssHunterFightModuleFast  
 13:12:52 (363) Current preset = (1), Func : AbyssHunterFightModuleFast  
 13:12:52 (363) SystemProcessing:, Func : AbyssHunterFightModuleFast  
 13:12:52 (363) Finish. Code 1, Func : SetupCargoManager  
 13:12:52 (363) -initial drones check, Func : AbyssHunterFightModuleFast  
 13:12:52 (363) Drones\_RepairsRequired: False, Func : AbyssHunterFightModuleFast  
 13:12:53 (364) weapons grouped, Func : AbyssHunterFightModuleFast  
 13:12:53 (364) Abyssal trace present. Code 2, Func : AbyssHunterFightModuleFast  
 ---> 13:12:55: ExitCode 2. Method consumed 30 sec. in 3 runs (average 10 secs/run), Next Line: 400  
 ---> Desc: Return 2 if work in progress

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## Re: Bot travels to safespot and loops

Posted by catalinp - 2021/06/12 12:00

Did you define the fitted module ?

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## Re: Bot travels to safespot and loops

Posted by Slav2 - 2021/06/13 08:41

Make sure there is no another abyssal trace in the vicinity of your safespot. If bot sees this structure in overview it start to wait while structure disappears.

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