

Running 2 accounts and dying from players

Posted by southluck - 2021/06/26 12:51

Hi. The systems I do anomalies in have a lot of traffic. When I run 2 speed tank instances I often lose a ship. I believe it is because the local isn't being checked often enough while one not goes through a long process like removing anomalies from a long list or in station procedures. Is there anyway to have the bot check local on another bot sooner? Can it check midway between a long process?

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Re: Running 2 accounts and dying from players

Posted by Slav2 - 2021/06/27 08:19

We have experimented with multiclient mode in the past and came to conclusion that it is not safe in zeroes even with miner bot which was optimized for multiclient usage from the very beginning. I would install virtual machine.

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