

Something wrong in AnomalyHunter

Posted by 978964494 - 2022/03/07 00:41

I'm running AnomalyHunter bot, everything is normal until "Dangerous NPC: found NPC Index: 0, Name: Dire Pithi Infi (scrambling), Func : BeltHunter" and "Targeting started in 5 seconds after clicking to target icon, Func : LockNPC" are prompted, and then the bot will always execute "local check".

That will cause the ship to fly out of the range of hostile NPCs without any operation.

What seems to be the problem?

16:18:38: CheckLocal(230)

---> 16:18:40: ExitCode 1. Method consumed 533 sec. in 675 runs (average 0 secs/run), Next Line: 330+

---> Desc: Returns 1 if avoid not required

The log is as follows:

16:18:40: BeltHunter(330)

16:18:42 (4973) Current preset = (1), Func : BeltHunter

* local check (4973)

16:18:42 (4973) List of NPCs formed, detecting current respawn, Func : BeltHunter

16:18:42 (4973) StartFightTime = 4004, anomaly hunting: True, current respawn => NULL, Func : BeltHunter

16:18:42 (4973) NPCs: 5, Func : BeltHunter

16:18:42 (4973) Current Respawn: Resp ID = 0 +new -del: 2 x Pith Massacrer, A=1; 2 x Dire Pithi Infiltrator, A=2; Dire Pithi Invader, A=2;, Func : BeltHunter

16:18:42 (4973) noWeapons: True, reattackByDrones: False, Func : BeltHunter

16:18:42 (4973) Current NPC: Name: Pith Conquistador, ID: 24148, Dist: 17000, Speed: 0, Bounty: 993750, Hull: 6, Locked: 1, Focused: 0, A: 2, inAtk: True, inLk:True, Tag: 0, Updated: 01/01/0001 00:00:00, scrambling npc present: Name: Dire Pithi Infiltrator, ID: 16983, Dist: 64000, Speed: 0, Bounty: 20250, Hull: 2, Locked: 0, Focused: 0, S, W, A: 2, inAtk: True, inLk:True, Tag: 0, Updated: 01/01/0001 00:00:00, resending drones, Func : BeltHunter

16:18:42 (4973) Current NPC: Name: Pith Conquistador, ID: 24148, Dist: 17000, Speed: 0, Bounty: 993750, Hull: 6, Locked: 1, Focused: 0, A: 2, inAtk: True, inLk:True, Tag: 0, Updated: 01/01/0001 00:00:00, scrambling npc present: Name: Dire Pithi Infiltrator, ID: 16983, Dist: 66000, Speed: 0, Bounty: 20250, Hull: 2, Locked: 0, Focused: 0, S, W, A: 2, inAtk: False, inLk:False, Tag: 0, Updated: 01/01/0001 00:00:00, resending drones, Func : BeltHunter

16:18:42 (4973) Current NPC: Name: Pith Conquistador, ID: 24148, Dist: 17000, Speed: 0, Bounty: 993750, Hull: 6, Locked: 1, Focused: 0, A: 2, inAtk: True, inLk:True, Tag: 0, Updated: 01/01/0001 00:00:00, scrambling npc present: Name: Dire Pithi Invader, ID: 16985, Dist: 67000, Speed: 0, Bounty: 21375, Hull: 2, Locked: 0, Focused: 0, S, W, A: 2, inAtk: False, inLk:False, Tag: 0, Updated: 01/01/0001 00:00:00, resending drones, Func : BeltHunter

16:18:42 (4973) 1133, Func : BeltHunter

16:18:42 (4973) client.ManeuveringHunter_MinAttackRange: 0, npcsCloserThenMinimalDistance: 0, Func : BeltHunter

16:18:42 (4973) NPC Respawn calculations took 44ms, Func : BeltHunter

16:18:42 (4973) Dangerous NPC: found NPC Index: 0, Name: Dire Pithi Infi (scrambling), Func :

BeltHunter

* local check (4979)

16:18:52 (4983) Targeting started in 5 seconds after clicking to target icon, Func : LockNPC

* local check (4986)

* local check (4992)

* local check (4995)

* local check (5001)

* local check (5007)

* local check (5010)

* local check (5016)

* local check (5022)

* local check (5025)

* local check (5031)

* local check (5038)

* local check (5041)

* local check (5047)

* local check (5053)

Paused

Unpaused

* local check (5057)

* local check (5063)

* local check (5070)

* local check (5073)

* local check (5079)

* local check (5085)

* local check (5088)

Paused

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