

FW isn't viable...multiple deaths

Posted by armyruss79 - 2019/05/03 13:03

I've been podded/pk'ed 5 times today fighting while for Caldari. I've tried this between Gallente and Caldari and I've been probably podded/pk'ed 20+times between both characters over the last week and half..switching to belt/anom hunting

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/05/03 18:56

Most of kills happens on gates from high security to low security system. If you place refit station in low security system and move your clone here, you will avoid most of kills. Also it is very important to use inertia stabilizers and rigs to warpout from the gate faster.

New FW bots may get killed because of new safespot bookmark location. Bot may place bookmark too close to the complex and fail to warpout from complex when enemy in close local. This is temporary problem. As soon as you have set of safespot bookmarks in every FW system, bot will reuse them and warpout w/o a problems. You may place good bookmarks manually. I decided to not fix this as an idea to have permanent bookmark too close to the gate or sun looks even worse.

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/05/03 19:02

Also please fight for losing side. Why? More systems available to work w/o interruption. If you have a few systems where to go, your chances to get podded drastically increase. Bots should avoid players, not compete with them.

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Re: FW isn't viable...multiple deaths

Posted by armyruss79 - 2019/05/04 09:11

It doesn't work like that. If you have been doing Caldari FW then your standing with Gallente Militia goes down as the attacker you are destroying Federation Frigate Destroyers. Basically If you want to flip sides you can not because your standing are to low then you have to do SoE epic arch to get the standing back up. I've already had to deal with this issue as I had to do this on my main that's why I stopped doing FW on him as it was to much drama. I was fighting for the Caldari but wanted to flip to Gallente for the Gallente LP since he is a main Gallente pilot. So basically you have to have multiple alpha's to do FW if you want to flip the losing sides

see reference https://wiki.eveuniversity.org/Faction_warfare_standings

You have to be Corp-less as well. I just learned this as I added my FW-Alpha account to my hi-sec corp. She can not participate in FW unless I join the entire corp and I am not about to do that. I have enough problems with players popping my miners I'm not going to add FW try-hards to my ship destruction issues. So now I have to remove her from the corp wait 24hr stasis then she can join Militia NPC corp.

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Re: FW isn't viable...multiple deaths

Posted by armyruss79 - 2019/05/05 08:09

just created an alpha account with 750k sp bonus made a Tristan Gallente Militia died 6times in 4hours lost 30mil in ships lol. so much for the losing side

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Re: FW isn't viable...multiple deaths

Posted by armyruss79 - 2019/05/05 08:09

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/05/05 08:28

armyruss79 wrote:
just created an alpha account with 750k sp bonus made a Tristan Gallente Militia died 6times in 4hours lost 30mil in ships lol. so much for the losing side If you died on high sec-low sec gate I can suggest to move your refit station to low sec in a non FW system and fit inertia stabilizers to warp out faster. Of cause you should avoid caldari/amarr space while fighting for gallente. You should not test refit function of a bot, but reduce your chance to get killed. Normal rate is like 2-3 kills a week.

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Re: FW isn't viable...multiple deaths

Posted by armyruss79 - 2019/05/05 13:52

not exactly sure where you are getting 2-3 a week from? Maybe 2years ago it was that way. 85% of the Eve population lives in high sec, The single greatest income now is FW since no one goes to nulsec anymore. There are multiple youtubers MarkeeDragon/Disowned Hero/Delonewolf/Leskar to name a few promoting FW videos for fast cash. Also I'm not gonna load up a bunch of stuff in my freighter and move it to a 0.3 system so I can get ganked in my freighter.

I'm not dying on gates. I had 20+ safe spots in my peoples and places and only had 5k LP in the bank.

That's a lot of safe spots to be dying on gates

I'm just gonna let the FW/Combat sub expire it doesn't do anything for me. I guess the Belt/Anom combat module is only useful in Low/Nullsec? mid-sec it's useless

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/05/05 21:20

armyruss79 wrote:

I'm not dying on gates. I had 20+ safe spots in my peoples and places and only had 5k LP in the bank. That's a lot of safe spots to be dying on gates

Safespot will not help if you getting caught on gate camp. You have my recommendations, follow or not is up to you.

When I played eve I transported infrastructure hub to zeroes with 20+ system route. I made this solo with 3 windows. Freighter + two scouts and safespots in every system. You can build tristans in low sec station and transport fit in industrial. Who really wants to do something does not look for excuses.

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Re: FW isn't viable...multiple deaths

Posted by armyruss79 - 2019/05/07 00:50

i actually watched it get killed just now. It was Just sitting on a hypergate; it never warped into the complex. Took the dude like 10seconds to kill me.

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/05/11 02:16

Need to check log file what is going on. Did you fit warp core stabilizer? Fits with warp stabs cannot enter complex.

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Re: FW isn't viable...multiple deaths

Posted by armyruss79 - 2019/05/12 01:13

doesn't really matter anymore since I was banned but no I was running your default tristan build

Re: FW isn't viable...multiple deaths

Posted by Isbcltd - 2019/08/12 07:11

i have the same problem, just started the bot before 2 hours... for now i die like 10 times in a row, because the bot make bookmarks at the gate.. at 0, ok i change the safe spots, but it goest to new system and make this again, i wonder how many times it gonna do it... im about to delete the bot already... its just not working how is suppose to, btw if there is a delay timer for bookmark creation this gonna fix the problem

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/08/12 18:41

Most people claim that bot make bookmark too close to complex. You are the first who tell that it is too close to gate.
I can add delay to create bookmark, no problem.

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/08/12 18:49

Btw, if you warp slow you will always have multiple deaths. This is just mechanic of eve, they will just kill you at gates. Fit your ship to warp out faster. Use inertial stabilizers II and Small Low Friction Nozzle Joints I.

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/08/12 22:26

Uploaded test version. Default bookmark creation delay is 2500 ms and may be increased in settings.

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Re: FW isn't viable...multiple deaths

Posted by Isbcltd - 2019/08/12 23:35

sorry i was meaning acceleration gate at the complex, i just write gate anyway, yes i hope the delay gonna fix the issue here the problem actually is that the ship arrive sometimes too fast and then make the bookmark i gonna test it now thanks, and btw can there be added option to use only added bookmarks? or its not possible just asking

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Re: FW isn't viable...multiple deaths

Posted by Slav2 - 2019/08/13 04:31

Switch bot to do novice missions only and run for a while with cheap fit (tristan, t1 drones). Bot will create missing bookmarks. If some of bookmarks appear too close to complex, bot may die. Sooner or later all systems became bookmarked, complexes change locations and bot will use bookmarks w/o problems.

A problem with initial bookmark creation is known. But better to avoid another outcome when bookmark are placed in the grid with stargates.

Check your default mouse speed and delays. Faster settings on screen are OK for not virtual machines.

If you define safespot BM name in settings, bot will use it. Report in case of a problem. I tested with standard names only.

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