

Afterburner / Micro Warp Drive

Posted by Choppy - 2020/05/15 16:10

Is there a way to set up the bot to keep the Afterburner or MicroWarp Drive on all the time? What happens when i get into the complex the destroyer starts moving away for some reason even the ones that spawn. The bot selects to orbit the destroyer but it moves away and out of range of my weapons so I end up chasing it and shooting but not hitting it, this means that my ammo runs out and i am out of range of the complex and the timer stops.

I tried changing the rules for it in that tab but it wont stay on.

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Re: Afterburner / Micro Warp Drive

Posted by Slav2 - 2020/05/16 21:16

Try to reduce orbit distance after first run. Afterburner/MWD is switched off when bot get at orbit range or closer to NPC. Reduce orbit range in settings by another 2000m w/o new first run. Bot will think that it is not orbiting NPC yet. I can add settings to keep AB/MWD always on if this is cap stable

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