

Defensive Issue and Idle timers

Posted by Choppy - 2020/05/17 14:19

P.S Thanks for the answer in my last thread, i will try it and see, a AB/MWD always on option would be great tho as im cap stable.

1) I am getting another problem when i try defensive FW. I have run 'first run' several times and the same issues keeps happening. The bot will keep clicking on the clock in the bottom left corner when starting up and initialising. This blocks the hanger window that it wants to click on and it just closes the game.

Like i said i tried running 'first run' a few times and it keeps happening, i even tried to move the window manually and pin it but it still happens, the attacker option does not have this issue and runs well.

2) I am also have an issue with the idle timers, i want to try and let it run project discovery for awhile when im afk but the game does not stay idle it just closes altogether. I have the idle option ticked and times filled in (i tried inputing different times to see if it works but no luck)

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Re: Defensive Issue and Idle timers

Posted by Slav2 - 2020/05/17 16:41

Choppy wrote:

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Bot does not click to bottom left corner, just move mouse to make sure black info tooltip don't hover important area. Record log file as per link in my signature, I will check what is a reason of error and fix in the next version

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I am not sure how to code timers with faction warfare bot. FW bot does not visit stations besides for refit. Floating in space while doing PD also not good idea. I think log off is the only right way and no project discovery was added to algorithm.

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