

# PACbot Bug Report Analysis

Tester: shoda | Version: v1.4.2 | Date: February 28, 2026

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## What You Reported

- Gold mining doesn't wait long enough for the Gather button
- BlueStacks closed itself overnight
- Minimum troops for gold mines doesn't seem to work

## What We Found in Your Data

Your bug report data was excellent -34 hours of runtime, 4,277 actions, 11 sessions, and 200 failure screenshots. We found several additional issues beyond what you reported:

- **Gold Gathering (98% failure rate)**

669 attempts with only 13 successes. The bot was tapping coordinates instead of waiting for the Gather button to appear. This confirms your report -it was not waiting long enough.

- **Stuck Screen Loops (5-7 hours)**

What looked like BlueStacks crashing was actually the bot stuck in a loop. The MAP screen was scoring 73-78% confidence (just below the 80% threshold) so the bot did not recognize it. Most likely caused by Alliance Duel popups partially covering the screen.

- **Evil Guard Depart Button Misses**

The depart button confidence scores were 78-79% vs the 80% threshold -just barely missing. Emulator rendering causes slight variations.

- **Rally Titan Degradation**

Failure rate increased from 20% to 80% over 3 days. Likely caused by Alliance Duel event popups (the event ran all day Feb 28).

- **Zombie Processes on Update**

When the bot updated itself, old processes were not cleaning up properly, leaving ADB connections hanging.

## Fixes Coming in v1.4.3

1. Rewrote gold gathering -now waits for the Gather button to actually appear before tapping, with retry logic
2. Added smarter stuck screen recovery -4 escalating strategies to get unstuck instead of just retrying the same thing
3. Lowered depart button threshold from 80% to 75% so it will not miss anymore
4. Added version tracking to logs and stats (helps us diagnose issues faster)
5. Sped up button detection in 5 areas based on your timing data
6. Fixed the zombie process issue -bot now disconnects ADB cleanly on quit/restart
7. Machine specs (CPU, RAM, OS) now auto-collected in bug reports

## What to Test Next

When v1.4.3 is ready, the main thing to check is gold gathering overnight. With the rewrite, the success rate should be dramatically better. Just run the bot with gather enabled like normal and send a new bug report zip afterward -we'll compare the numbers.

If you see any Alliance Duel popups while the bot is running, a screenshot of what they look like would be really helpful so we can teach the bot to dismiss them automatically.

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*Thanks for testing! Your data directly drove all these fixes.*