

Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
2235	OgreBot	Feature - New	New	Normal	user01	ForceCastAbility, ForceCastAbilityOnPlayer		2023-07-28 03:01 PM
2224	OgreBot	Feature - Enhancement	New	Normal	user01	Ogre follow when climbing walls		2022-12-16 01:57 PM
2180	OgreBot	Feature - Enhancement	New	Normal	user01	Cast Stack Ability Sub-Types		2021-07-30 07:15 AM
2179	OgreBot	Feature - Enhancement	New	Normal	user01	Ability Research - add a checkbox when adding an item if you JUST want to research that specific tier.		2021-07-30 07:06 AM
2178	OgreBot	Feature - Enhancement	New	Normal	user01	Add an Ogre Event for when you complete an overseer mission		2021-07-30 07:00 AM
2163	OgreBot	Feature - Enhancement	New	Normal	user01	Ability Research - Filter out old versions of spells		2020-12-10 05:24 PM
2057	OgreBot	Feature - Enhancement	New	Normal	user01	Raid/Group HUD - option to alter colors or add comment/marker by membertname		2018-03-01 09:59 AM
2052	OgreBot	Bug	New	Normal	user01	If you specify a character target on a group/ae ability, it ignores the # of ppl parameter		2018-01-26 08:17 AM
2048	OgreBot	Feature - Enhancement	New	Normal	user01	Add distance filters on cast stack		2018-01-07 11:24 PM
1798	OgreBot	Feature - New	New	Normal	user01	oc lc -CastAbilityOnActor <who> <ability> <actor>		2017-01-28 08:58 AM
1552	OgreBot	Feature - Enhancement	New	Normal	user01	CastStack Targets - more options!		2017-01-16 01:24 PM
1748	OgreBot	Feature - New	New	Normal	user01	OC command to add new elements to cast stack		2016-12-31 12:50 PM
1726	OgreBot	Feature - Enhancement	New	Normal	user01	Joust In "Leash"		2016-11-21 12:13 PM
1568	OgreBot	Feature - Enhancement	New	Normal	user01	Distance parameter for UseItemOnWho		2016-01-18 08:23 PM
1567	OgreBot	Bug	New	Normal	user01	ogre depot -wada not working		2016-01-10 08:34 AM
1558	OgreBot	Feature - Enhancement	New	Normal	user01	OgreMap/OgreMove - alternative to auto-avoid		2015-12-24 09:17 AM
1439	OgreBot	Feature - Enhancement	New	Normal	user01	AutoTarget - Max. HP To Target		2015-07-26 03:15 PM
1435	OgreBot	Feature - Enhancement	New	Low	user01	OgreNav - Attempt jump to get unstuck.		2015-07-19 12:09 PM
1537	OgreBot	Feature - Enhancement	In Progress	Normal	user01	OgreEvents		2016-05-05 12:53 PM
1536	OgreBot	Feature - Enhancement	Implemented	Normal	user01	EQ2Aliases.xml		2024-01-11 07:05 AM
2226	OgreBot	Bug	Implemented	Normal	user01	Cast Stack: Configurable Concentration Thresholds for Buff/NoncombatBuff		2023-07-28 02:58 PM
2056	OgreBot	Bug	Implemented	Normal	user01	ogre doesn't autoclose allaccess popup window and/or provide command to do so		2018-07-06 03:32 AM
2073	OgreBot	Feature - Enhancement	Implemented	Normal	user01	Option to specify which Revive choice to use		2018-07-06 02:56 AM
2084	OgreBot	Feature - New	Implemented	Normal	user01	Uplink option to disable cast stack items		2018-05-24 03:37 PM
1517	OgreBot	Feature - New	Implemented	Normal	user01	Delete named points from map files.		2018-04-06 03:06 PM
1573	OgreBot	Feature - New	Implemented	Normal	user01	oc lc -DelayedCastAbility forWho delayLength abilityName		2018-04-06 03:04 PM
1733	OgreBot	Feature - Enhancement	Implemented	Normal	user01	Multiple qualifiers in forWho clause in OC commands		2018-04-06 03:01 PM
1452	OgreBot	Feature - Enhancement	Implemented	Normal	user01	ForWho parameter for OC commands		2017-01-12 06:13 PM

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1612	OgreBot	Feature - Enhancement	Implemented	Normal	user01	Alias by class / archetype		2016-12-24 07:42 AM
1740	OgreBot	Feature - New	Implemented	Normal	user01	OC command to reset all chests/corpses to 'not yet opened'		2016-12-24 07:28 AM
1566	OgreBot	Feature - Enhancement	Implemented	Normal	user01	ogre depot (spell depot)		2016-08-15 06:40 PM
1478	OgreBot	Feature - Enhancement	Implemented	Normal	user01	Cast Stack Groups, or Identifiers, for activating/deactivating abilities		2016-07-16 12:37 PM
1451	ISXEQ2	Feature - New	Implemented	Normal	user01	Quest Journal TLO		2016-06-21 05:17 PM
1584	OgreBot	Feature - New	Implemented	Normal	user01	API to modify alias tab itself (as opposed to alias values)	Kannkor	2016-06-17 04:10 AM
1611	OgreBot	Feature - New	Implemented	Normal	user01	Method/Member to tell if a character is in your eq2chars list.		2016-06-07 12:04 PM
1442	OgreBot	Feature - Enhancement	Implemented	Normal	user01	Zonedoor 'for who'		2015-11-25 02:09 PM
1457	OgreBot	Feature - Enhancement	Implemented	Normal	user01	Alias Scoping		2015-11-25 02:08 PM
1443	OgreBot	Feature - Enhancement	Implemented	Normal	user01	Ogre Console - prevent window from opening on receive broadcast		2015-08-16 10:10 PM
2125	ISXEQ2	Feature - Enhancement	Resolved	Normal	user01	Provide "item" data from Lootwindow		2020-01-03 01:13 AM
2126	ISXEQ2	Bug	Resolved	Normal	user01	Location for Inventory item is returning as "Unknown--99"		2020-01-02 09:18 PM
1765	ISXEQ2	Bug	Resolved	Normal	user01	RewardWindow TLO not populating correctly, :Accept causes client crash		2017-01-10 10:40 AM
1554	ISXEQ2	Bug	Resolved	Normal	user01	Me.Inventory[<item>]:Equip tries to use item from bank instead of inventory	Amadeus	2015-12-24 12:40 AM
2089	ISXEQ2	Bug	Closed	Normal	user01	\${Me.Exp} and \${Me.TSExp} and related (exp points, and points to level) are incorrect		2019-12-25 08:55 PM
1757	ISXEQ2	Bug	Closed	Normal	user01	.EffectString / .NumEffectStrings not available for items in loot window	Amadeus	2017-01-22 09:31 PM
1739	ISXEQ2	Bug	Rejected	Normal	user01	Dev-Build Issue - EQ2UIPage[Inventory,Loot] Issues		2016-12-21 01:14 PM