

OgreBot - Feature - Enhancement #1300

AutoTarget - Filter By Height

2014-11-29 08:57 AM - bjcasey

Status: Implemented	Start date: 2014-11-29
Priority: High	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description Can you please add an additional slider bar to allow Y-Axis filtering? Targetting mobs that are "levels" above or below you is very annoying.	

History

#1 - 2014-11-29 09:17 AM - bjcasey

You can add the following code to go with the new slider bar variable. Change lines 58 to 62 with the following:

```
if ${Target.ID} != ${ValidTargetID}
{
// echo ${Time}: Y-Axis Check: ${Math.Abs[${Me.ToActor.Y}-${Actor[id,${ValidTargetID}].Y]}] <= ${slider_autotarget_scanradius_Y}
if ${Math.Abs[${Me.ToActor.Y}-${Actor[id,${ValidTargetID}].Y]}] <= ${slider_autotarget_scanradius_Y}
target ${ValidTargetID}
}
}
```

#2 - 2016-07-16 12:39 PM - Kannkor

- Status changed from New to Implemented

Oh... this is what you meant by you gave me the code to do it "a long time ago"...

Implemented none the less!