

Prestige - Quest Bot - Feature - Enhancement #1318

Quest Creator - Move to Location - Run Point to Point

2014-12-17 01:32 PM - srass

Status:	Implemented	Start date:	2014-12-17
Priority:	Normal	Due date:	
Assignee:	bjcasey	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

I would like to see an option to put a timed delay after reaching a location. Currently, I am having to add a lot of BJ Command Waits in between movements to keep toons from getting caught up in the enviroment (ex. rocks, poles, etc.).

I am looking for an extra parameter to add into the Run Point to Point, like a text box that is empty and if empty defaults 0 and/or no wait, else if a value > 0 is added then it waits that many seconds before moving to the next location.

History

#1 - 2015-07-05 05:51 PM - bjcasey

- Status changed from New to Implemented

Coming with ISXBJ - Patch # 115

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