

OgreBot - Feature - Enhancement #1337

cast stack differentiation

2015-01-12 06:44 PM - litewave

Status:	New	Start date:	2015-01-12
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

I would like to see the cast stack screen color or highlight in some way spells/abilities on left panel, that are not listed anywhere on the right, and visa versa (ie things defined that no longer exist under a current spec).

This would help tons when cleaning up and adding new abilities after aa changes or when adapting someone elses profile.

Possibly with a auto disable checkbox as a alternative to auto deactivate grey items on the right where are not on ability list

this would help prevent cast stack short circuits where it tries to cast something over and over and toon appearing to do nothing unless you see it trying in the debugger console output.