

OgreBot - Bug #1367

Taskmasters Echo Set up for Echo Bug

2015-03-25 11:54 PM - Herculezz

Status:	Rejected
Priority:	Low
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
There exists a bug in this fight (probably on SOE's end, but we can only code around their crap code), where when you have Taskmaster's Reprimand Uncurable Curse on your Group (which if more than 1 person enters a portal it kills everyone in the portals) and he calls out that he is Summoning his Adjutants and the group runs into the portals, they get killed, Suggestion just disable running the group to the portals to block adds spawning until we no longer have Taskmasters Reprimand. I know we will get a full set of adds that way, but I can not think of any other way around it.	

History

#1 - 2015-03-26 12:18 AM - Kannkor

- Priority changed from Normal to Low

It's not really a bug... when I wrote that code, I even put a comment that if DPS got so high that you could push him 10% before a moonbeam happened, that exact thing WOULD happen.

Right now the options are:

- 1) Do it manually to clear it if you know it's going to happen.
- 2) Turn off someone's Caststack so your DPS is under the threshold.
- 3) Continue to believe I'll ever change it... :)

If I do ever get really bored and find myself in the zone, I may look into this, but it seems very unlikely.

#2 - 2015-03-26 12:24 AM - Herculezz

Fair Enough, I will then just code my RI script to have the tank target himself when within 2% of him spawning adds and we have the det. Thanks for letting me know.

#3 - 2015-12-14 06:04 AM - Kannkor

- Status changed from New to Rejected