

Prestige - Quest Bot - Bug #1385

Different groups on same computer can cause boss fight issues

2015-04-24 09:12 AM - Kicksome

Status:	Resolved
Priority:	Normal
Assignee:	bjcasey
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>I realize this may not be supported yet, but I wanted to throw it out there.</p> <p>I am using ogre relay groups. 2x groups doing differetn content. Group A and Group B, they are both in a raid. (When I issue any bj movement setup commands, they are to group only - just 1 box checked)</p> <p>Group A is running Ossuary: Sanguine Fountains, using bj movement for fights - going through the instance manually.</p> <p>Group B is running Quest Bot Ossuary: Resonance of Malice</p> <p>Group B was on the end boss on (quest bot) in Resonance of Malice - Valdimus V'Derun</p> <p>After Group B engaged the boss - about a minute after I then started Group A on the D'Nari the Bone Sculptor</p> <p>When I looked up after a minute or so, all my guys in Group B (Valdimus V'Derun) where running against the wall. I paused and did a bj set up again, 4/2 moved positions back, but then they all eventually went back to running against the wall. I tried that again several times but they all kept running against the wall like they were trying to get somewhere.</p> <p>Group A (D'Nari the Bone Sculptor) remained unaffected - and did fine on the fight.</p> <p>I noticed this behaviour of running against the wall quite a few times while running some bj movement scripts at the same time. for instance, Ssraeshza Temple - Unatu was one. As I come across more combinations I'll post those as well.</p>	

History

#1 - 2015-08-08 10:56 AM - bjcasey

- Status changed from New to Resolved

This was resolved in: ISXBJ - 2015.08.01, Patch # 120