

OgreBot - Feature - New #1410

Don't transmute/salvage if item has adornment checkbox

2015-06-03 07:32 PM - LostOne

Status: Rejected	Start date: 2015-06-03
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description Could we get a checkbox that would not transmute or salvage an item if it has an adornment attached? Takes a long time to relevel those green ones back to 100! Haha. Maybe all it the "Save me from being an idiot" button?	

History

#1 - 2017-01-12 06:14 PM - Kannkor

- Status changed from New to Rejected

Since transmute/salvage kicks all adorns off this isn't needed.