

## BJ Movement - Bug #1425

### CHH: Sa'Dax Senshali

2015-07-03 02:14 PM - LostOne

<b>Status:</b>	Closed
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>This fight needs some adjustment as well. The tank will not always move into range of the orbs... this is the code I use to make this fight 100%</p> <p>This is called as part of a larger script... the pluse on the function call it is every 1.5 seconds. Won't work without modification but gives you the idea.</p> <pre>call senshali_helper "Sa'Dax Senshali"  function senshali_helper(string mob_name) {   if \${Actor["\${mob_name}"]}(exists) &amp;&amp; \${Actor["\${mob_name}"].Health} &lt; 15     LoopKeepRunning:Set[FALSE]    if \${LoopKeepRunning}   {     if \${Actor["\${mob_name}"].Health} &lt; 95 &amp;&amp; !\${Actor["\${mob_name}"].IsAggro} &amp;&amp;     \${Math.Distance[\${Me.X},\${Me.Z},95.779999,42.919998]} &gt; 3     {       echo Get_AbsoluteCampSpot: \${Ogre_CampSpot.Get_AbsoluteCampSpot}       echo Current Loc: \${Me.X} \${Me.Y} \${Me.Z}        echo bjquest_helper: Changing the camp spot for this fight!       OgreBotAtom atom_OgreBotChangeCampSpotForWho \${Me.Name} 95.779999 -109.510002 42.919998       wait 5       OgreBotAtom a_MoveToCampSpot \${Me.Name} 1 29       do       {         waitframe       }       while \${Actor["\${mob_name}"]}(exists) &amp;&amp; !\${Actor["\${mob_name}"].IsAggro}     }   } }</pre>	

### History

#### #1 - 2015-07-29 09:05 PM - blammo

yes please.. this fight will not complete without help. Agree with the fix.

#### #2 - 2015-11-19 08:37 AM - bjcasey

- Status changed from New to Closed