

BJ Movement - Bug #1426

Temple: Kessatras Sonssiu

2015-07-03 02:34 PM - LostOne

Status:	Closed
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	

Description

You toggle run/walk for this fight on fears. Some of the toons end up staying on walk after the fight. It is very hard to figure out your current run/walk state with the tools that isxeq2 offers. Would help if you just make sure to clean up after this fight and ensure that anyone toggled to walk gets set back to run. The only solution I could come up with was a rather complex (considering how simple this should be) function to average your velocity over a short time to determine your run/walk state, then make the change and re-test to make sure you were right.

History

#1 - 2015-11-19 08:37 AM - bjcasey

- Status changed from New to Closed