

BJ Movement - Bug #1427

BS: Salty Dan the Lookout

2015-07-03 02:39 PM - LostOne

Status: Closed	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>This fight not everyone makes it to the camp spot. Usually the bard + someone else will stay up top on the platform. This is the fix to make it 100%:</p> <p>** called every 1.5 seconds in a larger script. Exit out after the relay. **</p> <p>call salty_dan_helper "Salty Dan the Lookout"</p> <pre>function salty_dan_helper(string mob_name) { if \${Actor[exactname,\${mob_name}](exists)} && \${Actor[exactname,\${mob_name}].Health} <= 96 { relay \${OgreRelayGroup} OgreBotAtom a_OgreBotMoveToPerson \${Me.Name} All 1 LoopKeepRunning:Set[FALSE] } }</pre>	

History

#1 - 2015-11-19 08:38 AM - bjcasey

- Status changed from New to Closed