OgreBot - Feature - Enhancement #1435

OgreNav - Attempt jump to get unstuck.

2015-07-19 12:09 PM - user01

Status:	New	**Start date:**	2015-07-19
Priority:	Low	**Due date:**	2015-07-19
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

When OgreMove/OgreNav gets stuck, if the map is decently made it's normally the result of shitty terrain and jumping normally gets past it.

Adding in logic for jumping and potentially opening doors could be pretty useful, maybe with a parameter flag to determine usage so people can opt in/out of these.

http://screencast.com/t/sWqQbAOT71jm