

OgreBot - Bug #1437

Ogre console window

2015-07-24 12:07 PM - mishissa

Status:	Closed
Priority:	Ban Risk
Assignee:	mishissa
Category:	
Target version:	
vbulletin_issue_id:	

Description

The ogre console window is not popping up on screen when one of my other characters broadcasts a tell through the uplink.

If i use MCP to bring up the ogre console window the tell is correctly broadcast and recieved but just doesn't bring up the ogre console window if i have it closed which means at the moment i need to have the ogre console window open at all times to see any tells.

I'm not sure if this is by design or not with this being a new feature but it is quite annoying needing to have the console window on screen all the time and could possibly lead to myself or others getting reported if tells start getting missed.

History

#1 - 2015-08-16 10:06 PM - Kannkor

- Status changed from New to Feedback Required

I missed this bug report, is this still an issue?

The only complaints I've had lately are it opens every single tell you get...

#2 - 2015-12-14 06:01 AM - Kannkor

- Status changed from Feedback Required to Closed