

BJScripts - Bug #1454

Final Named - Fabled CoV

2015-09-20 06:23 PM - Sunomi

Status: Closed	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description I'm noticing when running QuestBot that if/when the tank gets feared he never returns back to the camped group. This used to work so I'm not entirely sure what's changed. If I run the tank back normally he does move back so QB isn't setting a second campspot or anything of that nature.	

History

#1 - 2015-11-09 08:51 AM - blammo

One more element to this encounter.. The scripts don't seem to be detecting you are feared.. IE toons with the ability to cure (like SK/Pally Zealous Smite) aren't being used, nor are toons complaining they need fear cured.

Lesser groups wiped often because of this. :(

#2 - 2015-11-09 09:08 AM - bjcasey

- Status changed from New to Closed

Toons not detecting fear and using anti-fear abilities is an OgreBot issue and should be reported there.