

OgreBot - Feature - Enhancement #1478

Cast Stack Groups, or Identifiers, for activating/deactivating abilities

2015-10-14 11:03 AM - user01

Status:	Implemented	Start date:	2015-10-14
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

This is especially for healers who may have the same heal/temp listed multiple times with different targets or cast conditions.

Basically, instead of:

Heal1 @PCTarget 80%

Have the ability to add a tag or ID of some sort:

"HealThroughMob" Heal1 @PCTarget 80%

And then a command to easily activate/deactivate based on this tag.

Currently, I may have:

Heal1 @PCTarget 80%

Heal1 *Tank 95%

Heal1 @Group 90%

And if I want to deactivate or active one or more of those, it's all or nothing.

History

#1 - 2015-10-16 12:33 PM - user01

Another example would be if you have 2 or 3 tanks in raid.

You could have "Positional-Snap" as an identifier on all your tanks, all defaulted to inactive.

Then you have a script or MCP button on your MT that activates his snaps, then whenever he dies he can activate snaps for all other tanks so there would be a smooth transition.

#2 - 2016-07-16 12:37 PM - Kannkor

- Status changed from New to Implemented

Done via Custom Tags on CastStack tab