OgreBot - Feature - Enhancement #1609

Cancel temporary abilities after combat

2016-05-14 01:45 AM - mishissa

Status:	New	**Start date:**	2016-05-14
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
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Description

Hello Kannkor,

Would it be possible to upgrade Ogrebot's cancel invis after combat setting to also cancel tempory abilities that are used in combat once combat ends?

A particular ability I am interested in doing this for is the Monk's Body Like Mountain ability which roots you in place but has to be toggled off after combat so you can move again.

Thanks