

OgreBot - Feature - New #1638

Request for OgreBot Interrupt Tab

2016-06-21 05:28 PM - moonspell

Status:	New	Start date:	2016-06-21
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Request that a new tab be added to OgreBot that allows a user to monitor for a specified NPC to cast a specified spell and then take a predetermined action based on the case.

For example:

NPC to watch: "mob_01"

Spell to watch for: "wiperaid"

Action to take: `<code>` or `<specified alias/player>`, cast `<specified spells>` OR enable then disable a interrupt spell category in CastStack for specified toons

This would allow users to script content that isn't necessarily covered by Ogre grind options and would especially be beneficial to TLE players and to those doing new content shortly after release.

History

#1 - 2016-06-21 05:32 PM - moonspell

How difficult would this be to implement considering several existing internal scripts will interrupt mobs and take other actions based on what an NPC is casting? If this isn't something that can necessarily be added directly to Ogre, perhaps posting a tutorial on how to script this action would be helpful.