

OgreBot - Feature - Enhancement #1666

ogre login <Toon> would be nice if it got rid of the welcome window

2016-07-21 06:36 PM - ClassicCoke

Status:	Implemented	Start date:	2016-07-21
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
I believe if you use the command "ogre <toon>" to log someone in, it clicks and closes the EQ2 Welcome Window			
It would be nice if the "ogre login <toon>" did this too			

History

#1 - 2016-07-24 05:22 PM - Kannkor

- Status changed from New to Implemented

You should just do this:

edit your /everquest2/eq2.ini

and add this line:

```
cl_show_welcome_screen_on_startup 0
```

However, with patch 17.103, changed it so ogre login will attempt to close the welcome window.