

## OgreBot - Feature - New #1703

### Merc interaction with casting

2016-08-16 06:41 AM - arachnid

<b>Status:</b> New	<b>Start date:</b> 2016-08-16
<b>Priority:</b> Low	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> Unable to cast anything on a merc, not even a cure.  I am able to cast manual (not using OgreBot) on a merc.  If this is not a bug then maybe add mercs to OgreBot just like character pets.  This is 1 of the error i am getting :  Forced-Casting -> Unknown error1: Ability: Cure uPCTargetID: 88477 - [merc name] Type: Mercenary called from: Cast Stack - Single target cure	

#### History

##### #1 - 2016-08-16 02:12 PM - Kannkor

- Tracker changed from Bug to Feature - New
- Category deleted (Broken Feature(s))
- Assignee deleted (arachnid)
- Priority changed from Normal to Low

There is basically no merc support in Ogre at all.

It's actually a very big task to go back through and support mercs.

I'll leave this feature request here, but it won't happen in the short term.