

OgreBot - Feature - New #1719

OnCombatStart and OnCombatEnd

2016-10-19 10:40 AM - ClassicCoke

Status: New	Start date: 2016-10-19
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description It would be nice if we could specify a set of scripts or commands to be run when combat starts and when combat ends. Functionality like the OnZone, Load, and Unload tabs would be great.	