

OgreBot - Feature - Enhancement #1726

Joust In "Leash"

2016-11-21 12:13 PM - user01

Status:	New	Start date:	2016-11-21
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

When a character is campspotted and you hit joust-in, it has no constraints as to how far it will move from that campspot. The only limit is the "Melee move when less" field on the Setup tab, but this only checks the distance from where that character is to where the mob is, so if a mob is 10m away but then slowly runs 10000m from that point, the character will follow it all the way.

Idea here would be that you could say 'oc !c -JoustIn \${Me.Name} 30' and the character would never go further than 30m from the campspot.