

## OgreBot - Feature - New #1742

### Add toggle to allow attempting to cast while stunned

2016-12-24 08:49 AM - moonspell

<b>Status:</b>	New	<b>Start date:</b>	2016-12-24
<b>Priority:</b>	Normal	<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>			

#### Description

The patch "ISXOgre-2014.03.07, Patch Version-249, OgreBot-17.005a" made a change that prevented the bot from attempting to cast spells from CastStack while stunned. I would like to see an option in the "other" tab that allows you to disable this.

I ask for this (or a workaround) since the daily Void Shard quest called "A cleansing this temple needs" has you click an item that causes your character to feign death and then spawns a "void stalker" to play to kill mobs for the quest. As it stands now, if you do ogre export to grab the void stalker spells and add them to the cast stack, the bot will not cast the spells.

If you turn on debugging in settings, you get a message saying that the spell was skipped since the player is stunned.

I don't know of any other occasions where this is needed off of the top of my head, but I do like added flexibility.