

OgreBot - Feature - New #1748

OC command to add new elements to cast stack

2016-12-31 12:50 PM - user01

Status:	New	Start date:	2016-12-31
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Asking for a way to programmatically add items to cast stack, preferably specifying position, but at least being able to say 'add to top' or 'add to bottom'.			
Current workaround is manually adding abilities to the cast stack but leaving them there inactive, then using oc command to activate them when necessary, or using castability / castabilityon.			