

OgreBot - Feature - Enhancement #1772

% To attack Mobs

2017-01-14 08:30 AM - wescondley@gmail.com

Status:	New	Start date:	2017-01-14
Priority:	Normal	Due date:	
Assignee:	wescondley@gmail.com	% Done:	0%
Category:	Miscellaneous	Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
<p>With the varying amounts of damage required to decrease a mobs health to any given precentage, I would like to see a timed option for this added. So instead of saying a mob has to get to 97% before the reast of the raid joins in, we could set a number of seconds (3 Seconds, or 5 seconds) before they join in.</p>			