

## OgreBot - Bug #1796

### new alias re-casting

2017-01-25 11:21 AM - pelly

<b>Status:</b>	New
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>First of all, I love the way the new aliases work. I converted all of mine it they work great.</p> <p>I did notice on a few CA/spells's that they continuously recast if the CA/spell is cast on someone who is not in group at that time. For example, I run Zerker, Defiler, Dirge, Coe, Ranger and Brig. My brig (@DPS2) casts Thieves Guild on the ranger (@DPS1). If my ranger is not in group, Brig defaults to @DPS1 and TG recasts continuously since the Brig is no longer @DPS2 casting on @DPS1. I think in those scenarios, it is probably because my Brig @DPSn changed and now TG is trying to recast on him which is not permitted.</p> <p>I rarely run out of my normal setup except when I do PQ's and only use 2 toons, but is there a way to have the bot ignore recasting in situations like that? It seems to be ok on casting stuff like Gravitax when you setup it up to cast twice once @Healer1 and again <a href="#">on @Healer2</a>. If @Healer2 is not in group, it just ignores it. It may be related to @DPSn as scouts may have a different @DPSn based on what other scouts are in group with them (e.g. like my Brig above).</p> <p>Also, the charm Forgemaster's Armor Plans doesn't show up in the item list when refreshing. FYI - It's been a few days since I tried last.</p>	