

## OgreBot - Feature - New #1798

oc !c -CastAbilityOnActor <who> <ability> <actor>

2017-01-28 08:58 AM - user01

|                            |        |                        |            |
|----------------------------|--------|------------------------|------------|
| <b>Status:</b>             | New    | <b>Start date:</b>     | 2017-01-28 |
| <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

<user01> is there a way to cast ability on an actor based on name or ID?

<user01> im thinking specifically for mezzing/crowd control this would be super handy, some encounters require you to keep x mob mezzed.

<user01> oc !c -CastAbilityOnActor <who> <ability> <actor>