OgreBot - Feature - New #1916

Move to Distance

2017-06-12 04:23 PM - pelly

Status:	New		**Start date:**	2017-06-12
Priority:	Normal		**Due date:**	
Assignee:	Kannkor		**% Done:**	0%
Category:	Miscellaneous		**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

This may be a stretch, but I thought I would request anyways. Similar to 'move behind mob' feature on the bot settings tab, could we add a 'move to distance' setting with a toggleable distance? Like 20' or 30' and a frequency parameter. It could work off the same setup parameter that move to melee and move behind mob use - '%NPC HP to move into attack range'. Then the feature would cause the toon to immediately back up to that range as defined by the setting. The frequency parameter would only check distance based on that parameter and prevent them from popping all over the place during AE fights or when the mobs changes aggro and starts running around. It would be useful in open areas when you want to spread out your casters to max range to take advantage of some spells (e.g. Unda's) or just remain in a safe spot.

Either that or have a MCP command that would case the toon(s) to run a specified distance backwards from the targeted mob whenever used.

Thoughts?

History

#1 - 2017-06-20 10:19 AM - pelly

You an remove this one. I created a mini script to launch from MCP that moves certain classes back about 24'. It seems to work nicely.