OgreBot - Feature - Enhancement #1985

add a way to programmatically "Clear all errors" in pg_ud

2017-09-01 01:43 AM - ethreayd

Status:	New	Start date:	2017-09-01
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description.			

Description

Hi Kannkor,

I know that AFK playing is wrong, but who loop PG UD without being at least a little AFK? With EQ2 client crashing all the time, this option will be useful.

Thank you

2024-04-24 1/1