

## OgreBot - Bug #2042

### Cast stack

2018-01-02 02:13 AM - Deliavir

<b>Status:</b>	New
<b>Priority:</b>	High
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>With the latest changes to AAs, there are now more diverse AA builds that our chars support. Please, could you make s.t. [MAX Increments] filtering feature would distinguish between increments it's taking into account.</p> <p>For the moment, if character has both Increments taken (left and right prestige specc'd), char would fire underpowered stacks (x/150) because he takes into account different Increments.</p> <p>For instance, if we're talking about wizards, please make s.t. spells [Blast of Devastation] and [E'Ci's Frozen Wrath ] take into account [Frozen Solid] Increments only, the rest do not matter.</p> <p>Warlocks need a similar fix: [Rift] &amp; [Apocalypse] should take into account [Toxic Aura]</p> <p>Thank you!</p>	

### History

#1 - 2018-01-04 08:05 AM - Deliavir

I almost forgot about group stacks: [Frozen Detonation] and warlock's [Caustic Detonation]