

OgreBot - Bug #2052

If you specify a character target on a group/ae ability, it ignores the # of ppl parameter

2018-01-26 08:17 AM - user01

Status:	New
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>I know this is a little awkward, but I was expecting for example on a group rez, that if I set target = *Tank and # of ppl: 3, that it would only cast if both my tank is dead AND three or more people in my group are dead.</p> <p>https://farm5.staticflickr.com/4742/39876779152_1478169cf5_o.png</p> <p>Currently the way it's working, as we've discussed, is that if you set the target to an actual character ie *Tank, instead of @Group, it only checks whether the tank is dead and if so, itll cast the rez.</p>	