OgreBot - Feature - Enhancement #2060

CastStack - more control over increment decisions

2018-03-13 01:04 PM - ClassicCoke

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Description

I am looking for more control over cast stack decisions based on increments (and potentially savagery)

Different classes have different buffs which gain increments and change the decisions of when you do and do not want to cast spells. Some classes may have multiple abilites based off of different increment counts

Examples:

- Mystic - right side prestige, buff Ferocity of Spirits gets up to 3 increments
    - When you are not at 3 increments, you may want to prioritize cast hostile spells to build increments faster
    - when you are at 3 increments, you want to use ward Barrier of Spirits
- Wizard - right side prestige, Frozen Solid gets up to 180 increments (and similar the Warlock right side prestige)
    - at 180 increments, Blast of Devistation and E'Ci's Frozen Wrath are instant cast
    - at 180 increments, Frozen Rain and Frozen Detonation are very nice to cast
- Wizard - left side prestige, Incineration can have up to three increments
    - when you are not at 3 increments, you may want to prioritize casting fire spells to build increments faster
    - manaburn is better to cast at 3 increments
    - hellfire is better to cast at 3 increments

Implementation suggestion:

1) add a "textbox" where the user can type in the name of the buff to check for increments

2) add a minimum increment amount field

3) add a maximum increment amount field

ex: Mystic cast Rabies if "Ferocity of Spirits" has increments min=1 and max=2