

## OgreBot - Feature - Enhancement #2063

### CastStack - expand on ID flag to allow minimum duration

2018-03-13 01:24 PM - ClassicCoke

<b>Status:</b> In Progress	<b>Start date:</b> 2018-03-13
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>When you are casting a spell (like a ward) you may want to refresh it if the duration left on the ward is less than a certain time amount, or to make sure a debuf doesn't fall off. This should be done for any effect that ID works)</p>	
<p>Implementation suggestion:</p>	
<p>1) add a "text box" where the user can type in the name of the buff they wish to check. (Could probably reuse text box from Forge issue <a href="#">#2060#2062</a>)</p>	
<p>2) add in a "text box" or short slider where the user can enter the number of seconds left on the buff to trigger</p>	
<p>ex: Ward, you want to recast it if there are less that 2 seconds left</p>	
<p>ex: Inquisitor Dragon right tree, Wild Smiting, they might want to cast a CA when the duration of the buff is less than 1 second</p>	

#### History

#1 - 2018-10-15 12:31 AM - Kannkor

- Status changed from New to In Progress

You can achieve some of this with Ability Embargo. While it's not perfect for all the scenarios you met, it will assist with a lot until more options can be completed.