

## OgreBot - Feature - Enhancement #2173

### [TLE] IC - Call to Guild Hall When Finished

2021-07-01 08:58 AM - bjcasey

<b>Status:</b> Implemented	<b>Start date:</b> 2021-07-01
<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> Kaladim now has guild halls, so Call to Guil Hall When Finished on the IC UI can be reverted back from calling home on TLE servers to guild hall instead. To futureproof this, you could check if a character has the Call to Guild Hall ability. If they do, use it. If they don't, use Call Home instead.	

#### History

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#1 - 2021-07-02 06:07 PM - Kannkor

- Status changed from New to Implemented

Implemented in Ogrebot version 17.200h