

OgreBot - Bug #2226

Cast Stack: Configurable Concentration Thresholds for Buff/NoncombatBuff

2023-01-05 03:37 PM - user01

Status:	Implemented
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
ex: "cast synergism on @Dps2 if my concentration is less than 5", similar to the My HP, My MP, NCP HP, etc thresholds you can set in the cast stack	

History

#1 - 2023-01-19 10:30 AM - user01

can also just be a checkbox "if concentration available". this way you can just add a bunch of rapidity/ synergism/whatevers at the bottom of buffs section and not have to worry about that annoying beep and recasting all buffs. same w bard buffs etc.

#2 - 2023-07-28 02:58 PM - Kannkor

- Status changed from New to Implemented

Implemented in Ogrebot 17.237

Added a new option "Conc" - short for "only do this if enough concentration slots are available to actually do it".

- This only appears if the ability has concentration cost
- The concept of this, is you could put some additional synergy entries into the caststack, and mark them as Conc, and they would do it if there are extra slots.
- You can still leave some without "Conc", meaning it will cast them no matter what, and if you are at max conc, then it drops it all.