

OgreBot - Feature - New #1166

Differentiated Cast stack

2014-06-07 01:28 AM - ethreyd

Status:	Rejected	Start date:	2014-06-07
Priority:	Normal	Due date:	
Assignee:	Kannkor	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Hi Kannkor,			
It would be nice to have different cast stack profiles that we be use depending of the named. There will be a default one, a dps one, a tank one etc. So by example the tank can change stance because for this named, only DPS matter. There will be a menu to associated named to a CS profile.			
Cheers !			
Ethreyd			

History

#1 - 2014-06-07 04:19 AM - ethreyd

Ideally, it should have a default for trash and a default for named. namedCA deals with specific to named stuff for combat arts. But you can choose to have a different, say heal, strategy depending on the target or situation. It should apply the named profile over the trash profile when the named is engaged.

#2 - 2014-09-14 02:22 AM - Kannkor

- Status changed from New to Rejected

- Assignee set to Kannkor

Unlikely to ever happen. There is "time" required to load a profile, as it's a LOT of information, and having the bot do that automatically when a fight starts would be terrible. On named specifically, you could have a few seconds of zero healing because the bot is reloading itself.

You can make an MCP button to load a profile, and use it where you see fit. I suspect even doing that is way more work than most people care. Just use your 'named' profile on trash. Does saving 3 seconds from having a priest do twice the damage really matter?