

BJScripts - Feature - New #1540

Have an option to not have combat pause all QB Steps

2015-12-11 07:47 AM - ethreayd

Status: Implemented	Start date: 2015-12-11
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description We can move today even if engaged in a fight, but everything else have to wait till the fight is done. I would like to be able to choose to have this behavior or not with some step like : - activate fight will pause steps - Desactivate fight will pause steps It will be better if this is something that you can activate/desactivate inside a QB script. Thank you !	

History

#1 - 2017-02-06 03:10 PM - bjcasey

- Status changed from New to Implemented

This became possible with Quest Bot 3.