OgreBot - Feature - Enhancement #1608

Cast Stack - Tags

2016-05-12 11:59 AM - ClassicCoke

Status:	Implemented		**Start date:**	2016-05-12
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

I'm looking for a way to easily turn multiple lines in the Cast Stack on and off. My thought was to add "Tags" to those lines. A tag would be an optional user enterable text field, one for each entry in the Cast Stack.

Then there would be an MCP/API command which would let you turn those lines on, off, or toggle them. It would work a lot like ChangeCastStackListBoxItem, but allow you to handle multiple lines in the cast stack (all of those matching the TAG)

ChangeCastStackTaggedItems[Who, Tag, On|Off|Toggle]

So you could add MCP buttons to...

- ChangeCastStackTaggedItems[Mage, Dispel, Toggle]
- ChangeCastStackTaggedItems[All, Interrupt, Toggle]
- ChangeCastStackTaggedItems[All, Debuff, Toggle]

It could be nice to allow multiple tags per cast stack line, but I'm not sure what a good implementation would be for how to handle this.

Some uses I can see for this...

Possible replacement for "Named". Could could now do Named heals, @Combat buffs, etc

Toggle multiple interrupt powers across toons easily

Have a ward CastStack line without IgnoreDuration, and then have a "MaxHeal" tag that turns on a different CastStack line with the ward with IgnoreDuration on.

Have a "Trash" tag that turns off a lot of the slow Heals when they just aren't needed.

Have a "SaveSlowReuse" tag to turn off the really slow reuse powers you want to have up for the next named.

Turn on/off the cure pot lines for fights where cures are really needed

I am also thinking tagging the Pre/Post cast entries and Announce entries might be useful as well.

History

#1 - 2016-06-17 03:40 AM - Kannkor

- Status changed from New to Implemented

Will be patched out with Ogrebot 17.092.

* Ogrebot
** Feature request: https://forge.isxgames.com/issues/1608
*** Caststack - Now has an option: Custom tag: _____
**** You can enter anything in you desire. I would avoid special characters, including spaces. They just create issues later. If you wish more than one tag, just separate it by a *. Such as: Dispell*Manadrain
**** Custom tags technically do nothing, but they do allow a way for the user to enable/disable things based on a custom field the user enters.

**** For example, you could put a bunch of abilities at the top of your caststack disabled, and give them a tag of: Manadrain. When you need to manadrain a mob, you can enable any abilities with the tag "Manadrain".
* MCP/OgreConsole
** Added: -ChangeCastStackListBoxItemByTag
*** Accepts up to 5 parameters
*** Parameter 1: ForWho
*** Parameter 2: Tag name
*** Parameter 3: Status: TRUE, FALSE, or TOGGLE. TRUE ensures the entry is ON. FALSE makes sure the entry is OFF. TOGGLE... well toggles it.
*** Parameter 4: Partial string match. TRUE or FALSE (case sensitive). This is FALSE by default, which means exact match only.
**** If FALSE, exact match only. "manadrain" has to equal "manadrain". "Dispell*manadrain" would NOT be modified if "manadrain" was passed.
**** If TRUE, partial matches are fine. "Dispell*manadrain" would be modified if "manadrain" was passed.
*** Parameter 5: Silent mode. TRUE or FALSE (case sensitive). FALSE by default. If set to TRUE, it will not output any text to OgreConsole when an entry is modified.