

## OgreBot - Feature - New #1613

### MCP Command to Load An Ogre AutoLogin Profile

2016-05-25 04:17 AM - bjcasey

<b>Status:</b> Implemented	<b>Start date:</b> 2016-05-25				
<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> As we discussed on IRC:  Could you make me a nicer way of loading in teams if I'm already logged into game?  1 - You pass in the name of an auto login profile  <table border="1" data-bbox="81 741 1513 819"><tr><td></td><td>2 - You'd have to !c -Login CurrentlyLoggedInToon NewToonToBeLoggedIn</td></tr></table> <table border="1" data-bbox="81 831 1513 909"><tr><td></td><td>Add in there, an option to use session number, such as is1 instead of currently logged in toon</td></tr></table>			2 - You'd have to !c -Login CurrentlyLoggedInToon NewToonToBeLoggedIn		Add in there, an option to use session number, such as is1 instead of currently logged in toon
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#### History

##### #1 - 2016-06-07 12:57 PM - Kannkor

Following are in OGREBOT 17.090 patch

RE: 1

\* MCP

\*\* AutoLoginProfile

\*\*\* Loads an autologin profile. Takes 1 parameter, the profile name to load.

RE: 2

\*\* method LogToonIn(string \_ForWho=\${Me.Name}, string \_ToWho)

\*\*\* Logs in a new character (via ogre login toonname).

\*\*\* For parameter 1 - You can use a character name or a session name. For example:

\*\*\*\* LogToonIn Kannkor KannkMage

\*\*\*\* LogToonIn is3 KannkMage

##### #2 - 2016-06-07 12:58 PM - Kannkor

- Status changed from New to Implemented