

OgreBot - Feature - Enhancement #1639

Expanding out chat text events

2016-06-23 01:03 PM - ClassicCoke

Status: New	Start date: 2016-06-23
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description	
It would be nice if, similar to how chat text events were handled, you could also trigger...	
Off the "timewarp" ready message	
The red text that named mobs spit out to the screen	
The timewarp could be useful for casting spells or starting a pre/post cast stack at a certain time	
I'm struggling to find when a red text event might be as useful, except as a notification tool, but it may be helpful.	