ISXEQ2 - Feature - Enhancement #1741

Maintained - Damage remaining / Uses Remaining

2016-12-23 02:23 AM - Kannkor

Status:	Implemented		**Start date:**	2016-12-23
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

When you cast an ability and it has a (Damage/Uses) remaining, it shows up on the ability.

This value is likely very close to the .CurrentIncrements that is already implemented.

Currently accessed by: Me.Maintained["Spell name"].Member

Some example abilities:

On a mystic: (Damage Remaining)

Runic Armor: - This is a spell that lasts for ever so should be easy to test.

Umbral Warding - You cast this and it has a 30s duration, if you need another one to see/test.

Inquisitor: (Uses remaining)

Malevolent Diatribe

Penance - This is a single target ability, so make sure you either have no target, or target yourself.

I will email account info that you can test with that have a mystic and inquisitor.

History

#1 - 2016-12-28 03:46 AM - Amadeus

- Status changed from New to Implemented

Implemented in ISXEQ2 v20161220.0016