

## CombatBot - Feature - New #1802

### Request : Aggro Control

2017-02-01 09:28 AM - blammo

<b>Status:</b>	Accepted	<b>Start date:</b>	2017-02-01
<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>			

#### Description

Given the crazy DPS some classes now do in KA, it's even more needed to have some form of aggro controls. Initially it would be nice to use them to try to keep aggro, but you could use the same controls to lower/avoid aggro. Something like this:

#### Aggro Control

List of Snaps (IE instant X number of levels of aggro)

[ ..... list of spells usable as snaps .... ]

List of Positive Aggro Spells (+xxxx to aggro)

[ ..... list of spells usable as taunts .... ]

List of Negative Aggro Spells (-xxx to aggro)

[ ..... list of spells usable as detaunts .... ]

always try to keep aggro over [ 90 ] percent

always try to keep aggro under [ 90 ] percent

on primary target

on entire encounter

on anything in aggro list

use snaps when needed

named mobs only

Use Cases:

1. Tank - these check boxes would allow them to try to keep multiple mobs focused on him. (Example - Capt Vhankhim in Stronghold + crocodiles)

2. Scout - these check boxes would allow them to properly detaunt when needed, either by snapping when they get 100%, and/or feeding detaunts when over a threshold

## History

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#1 - 2017-02-01 11:39 AM - Herculezz

- Status changed from New to Accepted