

CombatBot - Feature - New #1834

Request: Charm Control

2017-02-14 01:55 PM - blammo

Status: Implemented	Start date: 2017-02-14
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description Given that there are some useful charmed mobs in the new KA zones, it would be nice to have a way to manage charms.	
Reasons: <ol style="list-style-type: none">1. - charms break at random times, usually mid fight2. - charm durations for some classes (troub) can be very short relatively, more of a pain to manage3. - certain mobs are good to charm, others are a waste.4. named encounter charms need to break at end of fight, otherwise loot doesn't drop	
Features: <ol style="list-style-type: none">1. Charm On/Off2. Maintain Charm (default checked, useful for 1 time, named/boss/etc)3. List of Mobs to prefer to charm4. Buffs to give charmed mob	

History

#1 - 2017-03-01 09:51 PM - Herculezz

- Status changed from New to In Progress

#2 - 2017-03-30 04:31 PM - Herculezz

This has been added in ISXRI v5.03

#3 - 2017-03-30 04:31 PM - Herculezz

- Status changed from In Progress to Implemented