

ISXRI - Feature - Enhancement #1983

Move / Attack only if in combat

2017-08-28 04:39 PM - xaph0n

<b>Status:</b>	New	<b>Start date:</b>	2017-08-28
<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**

I would like to request the feature for the auto move / attack at a certain % have a check for if the group is already in combat. I think that the feature for having scouts move to the back is absolutely awesome, the only problem I have with it is that if i'm not in combat, and tab onto an attackable enemy the scout stops running completely until the percentage is reached, which sometimes puts them out of range all together.

It looks like herc mentioned it can be done for attacking, I assume it can also be done for auto move as well, according to this [post](#).