

## Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
1258	ISXEVE	Bug	New	Normal	Stealthy	entity.HaveLootRights erroneously returning FALSE		2014-10-29 03:19 PM
1234	StealthBot	Bug	New	Normal	Stealthy	Stop moving if we were moving when the last target is killed		2014-10-15 01:57 PM
1232	StealthBot	Feature - Enhancement	New	Normal	Stealthy	Add ability to select / deselect all ores for Mining configuration		2014-10-15 01:53 PM
1231	StealthBot	Bug	New	Normal	Stealthy	Miner mines nearby rocks for extremely short periods of time before bounce-warping		2014-10-15 01:48 PM
1230	StealthBot	Feature - Enhancement	New	Normal	Stealthy	Add a means of specifying that we -should not- use drones on a mission target		2014-10-15 01:46 PM
1229	StealthBot	Feature - Enhancement	New	Normal	Stealthy	Use tractor beams when looting mission objectives		2014-10-15 01:45 PM
1228	StealthBot	Feature - Enhancement	New	Normal	Stealthy	Make Mining ore selection group-based (e.g. Veldspar, Scordite) instead of type-based (e.g. Concentrated Veldspar)		2014-10-15 01:40 PM
1227	StealthBot	Feature - New	New	Normal	Stealthy	Optionally log out after max runtime is reached		2014-10-15 01:39 PM
1176	ISXEVE	Feature - Enhancement	Feedback Required	Low	Stealthy	Epic Arc Mission Support	Amadeus	2014-09-30 03:16 AM
1226	StealthBot	Feature - Enhancement	In Progress	Normal	Stealthy	Make TTS alerts optionally fire only once every few minutes	Stealthy	2014-10-30 08:08 PM