

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 |
| 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 |
| 1227 | StealthBot | Feature - New | New | Normal | Stealthy | Optionally log out after max runtime is reached | | 2014-10-15 01:39 PM |
| 1232 | StealthBot | Feature - Enhancement | New | Normal | Stealthy | Add ability to select / deselect all ores for Mining configuration | | 2014-10-15 01:53 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 |
| 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 |
| 1176 | ISXEVE | Feature - Enhancement | Feedback Required | Low | Stealthy | Epic Arc Mission Support | Amadeus | 2014-09-30 03:16 AM |