

## StealthBot - Issues

| #    | Tracker               | Status      | Priority | Author   | Subject  | Assignee | Updated             | Project    |
|------|-----------------------|-------------|----------|----------|--|----------|---------------------|------------|
| 1234 | Bug                   | New         | Normal   | Stealthy | Stop moving if we were moving when the last target is killed   |          | 2014-10-15 01:57 PM | StealthBot |
| 1232 | Feature - Enhancement | New         | Normal   | Stealthy | Add ability to select / deselect all ores for Mining configuration   |          | 2014-10-15 01:53 PM | StealthBot |
| 1231 | Bug                   | New         | Normal   | Stealthy | Miner mines nearby rocks for extremely short periods of time before bounce-warping                                 |          | 2014-10-15 01:48 PM | StealthBot |
| 1230 | 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 | StealthBot |
| 1229 | Feature - Enhancement | New         | Normal   | Stealthy | Use tractor beams when looting mission objectives  |          | 2014-10-15 01:45 PM | StealthBot |
| 1228 | 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 | StealthBot |
| 1227 | Feature - New         | New         | Normal   | Stealthy | Optionally log out after max runtime is reached  |          | 2014-10-15 01:39 PM | StealthBot |
| 1226 | Feature - Enhancement | In Progress | Normal   | Stealthy | Make TTS alerts optionally fire only once every few minutes  | Stealthy | 2014-10-30 08:08 PM | StealthBot |