

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 |