

Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
1513	BJScripts	Bug	Resolved	Normal	pz	4hr Decline Timer not actually tracking declines		2015-11-08 11:17 AM
1511	BJScripts	Bug	Implemented	Normal	pz	Locator Agents interfering with Accept Mission		2015-11-08 05:53 PM
1500	BJScripts	Feature - New	Implemented	Normal	pz	Mission Enhancements		2015-10-29 07:44 AM
1494	BJScripts	Bug	Resolved	Normal	pz	Trying to fire while reloading.		2015-10-21 02:00 PM
1493	BJScripts	Bug	Resolved	Normal	pz	Not approaching rats		2015-10-21 10:14 AM
1492	BJScripts	Bug	Resolved	Normal	pz	Target switching		2015-11-08 11:35 AM
1491	BJScripts	Feature - New	Implemented	Normal	pz	Reload while no npcs on field?		2015-10-21 02:02 PM
1490	BJScripts	Feature - Enhancement	Implemented	Normal	pz	Module Assignment List, edit entry		2017-06-03 04:23 PM
1489	BJScripts	Feature - Enhancement	Implemented	Normal	pz	Defaults for mission parameters.		2015-10-21 11:49 AM
1488	BJScripts	Feature - Enhancement	Implemented	Normal	pz	Extraneous text in the create mission window forcing me to use a text editor instead.		2015-10-21 11:52 AM
1486	BJScripts	Bug	Resolved	Normal	pz	drones deploying when you undock		2015-10-21 10:16 AM
1262	OgreBot	Bug	Implemented	Normal	pz	irc interface ignores toggle		2014-11-07 03:43 AM
1255	StealthBot	Feature - New	Implemented	Normal	pz	I would like support for missions which require unloading cargo to a container		2014-10-28 05:40 PM
1240	OgreBot	Bug	Resolved	Normal	pz	ogrebot disables ogreharvest		2014-10-19 12:34 PM
1239	StealthBot	Feature - New	Implemented	Normal	pz	repair on station dock	Stealthy	2014-10-24 12:52 PM
1238	StealthBot	Feature - New	Implemented	Normal	pz	close mission info window		2014-10-28 04:48 PM
1179	ISXEVE	Bug	Closed	Normal	pz	EVEWindow[telecom]:ClickButtonClose no effect	Amadeus	2014-09-23 12:34 AM