

## Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
1977	AstroBot	Feature - Enhancement	New	Normal	gnosh	Have miners stay in range of Orca		2017-08-19 11:44 AM
1972	AstroBot	Feature - New	New	Low	gnosh	Randomize navigation route		2017-08-18 08:18 PM
1950	AstroBot	Feature - Enhancement	Implemented	High	gnosh	Mine alone option		2018-01-13 05:46 PM
1954	AstroBot	Feature - New	Implemented	Normal	gnosh	Option to automatically abandon wrecks from rats		2017-07-25 05:37 AM
1953	AstroBot	Feature - Enhancement	Implemented	Normal	gnosh	Ignore asteroids > 150km from warp-in		2017-07-25 07:15 AM
1951	AstroBot	Feature - Enhancement	Implemented	Normal	gnosh	Button to send fleet back to home station		2017-08-29 05:58 PM
1913	AstroBot	Feature - Enhancement	Implemented	Normal	gnosh	Mining Drones		2017-06-04 06:42 PM
1949	AstroBot	Bug	Resolved	High	gnosh	Bug with hauling when using "return to dropoff" option when the pickup queue is empty		2018-01-14 08:41 PM
1863	AstroBot	Bug	Resolved	Normal	gnosh	fleet mining with jetcans		2017-05-23 03:34 PM
1914	BJScripts	Bug	Resolved	Normal	gnosh	Miners don't jettison ore when they're full		2017-06-16 03:06 PM
1905	BJScripts	Bug	Resolved	Normal	gnosh	Hauler does not deliver to Raitaru engineering complex		2017-06-03 04:25 PM
1952	AstroBot	Feature - Enhancement	Closed	Normal	gnosh	Option to dock upon pilot with low standings entering the system		2017-07-25 03:50 AM