

Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
1174	ISXEVE	Feature - New	Implemented	Normal	Stealthy	Dockable Station Repair Access	Amadeus	2014-10-24 01:08 AM
1258	ISXEVE	Bug	New	Normal	Stealthy	entity.HaveLootRights erroneously returning FALSE		2014-10-29 03:19 PM
1176	ISXEVE	Feature - Enhancement	Feedback Required	Low	Stealthy	Epic Arc Mission Support	Amadeus	2014-09-30 03:16 AM
1250	ISXEVE	Bug	Resolved	High	Stealthy	Example script incorrect for usage of repair facilities & cannot accept confirmation modal	Amadeus	2014-10-24 05:50 AM
1175	ISXEVE	Feature - New	Implemented	Normal	Stealthy	In-station fitting access	Amadeus	2014-09-20 12:15 AM
1249	ISXEVE	Bug	Resolved	Normal	Stealthy	Module.IsOnline always returns TRUE	Amadeus	2014-10-24 05:47 AM
1177	ISXEVE	Bug	Resolved	High	Stealthy	MyOrder.Price and .QuantityRemaining return -1	CyberTech	2014-10-16 03:33 AM
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
1233	StealthBot	Feature - Enhancement	Resolved	Normal	Stealthy	Add ability to click/drag to re-arrange Mining ore priorities	Stealthy	2014-10-21 02:47 PM
1232	StealthBot	Feature - Enhancement	New	Normal	Stealthy	Add ability to select / deselect all ores for Mining configuration		2014-10-15 01:53 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
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
1247	StealthBot	Bug	Resolved	Normal	Stealthy	Phase out GetBuddies in favor of GetContacts		2014-10-24 08:30 AM
1234	StealthBot	Bug	New	Normal	Stealthy	Stop moving if we were moving when the last target is killed		2014-10-15 01:57 PM
1229	StealthBot	Feature - Enhancement	New	Normal	Stealthy	Use tractor beams when looting mission objectives		2014-10-15 01:45 PM