

## Issues

| #    | Project    | Tracker               | Status            | Priority | Author   | Subject  | Assignee | Updated             |
|------|------------|-----------------------|-------------------|----------|----------|--|----------|---------------------|
| 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 |
| 1232 | StealthBot | Feature - Enhancement | New               | Normal   | Stealthy | Add ability to select / deselect all ores for Mining configuration   |          | 2014-10-15 01:53 PM |
| 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 |
| 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 |
| 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 |