

## AstroBot - Issues

#	Tracker	Status	Priority	Author	Subject	Assignee	Updated	Project
2119	Bug	New	High	saridd	Primary Activation Condition	saridd	2019-10-05 07:51 PM	AstroBot
1958	Bug	Resolved	High	extremest	Foreman Asteroid Selection	bjcasey	2017-08-19 08:09 AM	AstroBot
1949	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	AstroBot
1932	Bug	Resolved	High	bjcasey	Hauler - Stuck on Approach After Undock		2017-07-05 08:59 AM	AstroBot
1931	Bug	Resolved	High	bjcasey	Miners - Pausing Randomly		2017-07-05 08:58 AM	AstroBot
1930	Bug	Resolved	High	bjcasey	Equipped Modules and Available Navigation OnUndock		2017-07-05 02:54 AM	AstroBot
1866	Bug	Resolved	High	dbhoward20	Orca Just Sitting at gate	dbhoward20	2017-06-20 02:50 PM	AstroBot
2078	Bug	Closed	High	Drowzzydragon	Hangar mix up		2018-09-02 09:32 PM	AstroBot
1970	Bug	New	Normal	bjcasey	Approaching From Multiple Functions		2017-08-17 09:34 AM	AstroBot
1963	Bug	New	Normal	extremest	Won't defend if "Assist Fleet Members" disabled		2017-08-19 05:27 AM	AstroBot
1962	Bug	New	Normal	extremest	Deactivate mining modules if cargo full		2017-08-01 10:00 AM	AstroBot
1944	Bug	New	Normal	bjcasey	Ammo Reloading and Auto Repeat Off		2017-07-07 07:25 PM	AstroBot
1938	Bug	New	Normal	bjcasey	Drones Not Working		2017-07-06 05:54 PM	AstroBot
1937	Bug	New	Normal	bjcasey	Drones Being Sent Against the Wrong Target		2017-07-06 05:48 PM	AstroBot
1973	Bug	Implemented	Normal	extremest	Inventory Management - Drones		2017-08-19 08:08 AM	AstroBot
1945	Bug	Implemented	Normal	bjcasey	Inventory Management - Transferring Partial Amounts		2017-07-08 03:37 AM	AstroBot
1889	Bug	Implemented	Normal	bjcasey	Mining Foreman - Assigning Targets		2017-04-24 07:47 PM	AstroBot
1884	Bug	Implemented	Normal	bjcasey	Mining Foreman Option		2017-04-23 10:50 AM	AstroBot
2000	Bug	Resolved	Normal	extremest	Transfer from Fleet Hangar		2017-09-25 03:18 PM	AstroBot
1999	Bug	Resolved	Normal	extremest	Ship Fleet Hangar - Pinned Window (testing branch)		2017-09-25 03:19 PM	AstroBot
1994	Bug	Resolved	Normal	bjcasey	Fleet Warp - Some miner's cancel fleet warp		2017-09-11 06:48 PM	AstroBot
1992	Bug	Resolved	Normal	bjcasey	Combat Targets		2017-09-11 06:48 PM	AstroBot
1989	Bug	Resolved	Normal	extremest	Nav End - Fleet Pause and Dock		2017-09-14 06:09 AM	AstroBot
1988	Bug	Resolved	Normal	extremest	Fleet Flee		2017-09-01 04:13 PM	AstroBot
1986	Bug	Resolved	Normal	extremest	Asteroid Range		2017-09-08 04:38 AM	AstroBot
1979	Bug	Resolved	Normal	extremest	Asteroid Scan Range		2017-08-20 07:53 AM	AstroBot
1969	Bug	Resolved	Normal	extremest	Flee Bugs		2017-08-23 07:45 AM	AstroBot
1961	Bug	Resolved	Normal	extremest	Check for available space before move		2017-09-01 06:49 PM	AstroBot
1942	Bug	Resolved	Normal	bjcasey	Flee - Restart		2017-07-08 06:33 AM	AstroBot
1936	Bug	Resolved	Normal	bjcasey	Module Routine Doesn't Check Current Module		2017-07-30 07:44 AM	AstroBot
1917	Bug	Resolved	Normal	bjcasey	Mining Foreman - Being a Miner		2017-07-06 04:44 AM	AstroBot

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1891	Bug	Resolved	Normal	bjcasey	Burst Modules		2017-06-21 04:24 AM	AstroBot
1885	Bug	Resolved	Normal	bjcasey	Mining - Navigation Between Belts		2017-04-21 07:11 PM	AstroBot
1863	Bug	Resolved	Normal	gnosh	fleet mining with jetcans		2017-05-23 03:34 PM	AstroBot
1996	Bug	Closed	Normal	bjcasey	Test		2017-09-17 11:41 AM	AstroBot
2023	Bug	Rejected	Normal	Nerumph	Astrobot Marks Belt clear, even despite the checkbox in mining being unselected		2018-01-13 08:00 AM	AstroBot
1978	Bug	Rejected	Normal	extremest	Profile Nav Reset		2017-09-06 12:29 PM	AstroBot