

BJScripts - Issues

#	Tracker	Status	Priority	Author	Subject	Assignee	Updated	Project
1460	Feature - New	Implemented	Normal	bjcasey	Additional Flee Options		2015-12-01 10:18 AM	BJScripts
1468	Bug	Resolved	Normal	bjcasey	Modules - AlwaysOn		2015-10-16 07:43 AM	BJScripts
1469	Bug	Resolved	Normal	bjcasey	Combat Movement - KeepAtRange and Orbit Values		2015-10-14 08:02 PM	BJScripts
1470	Feature - New	Implemented	Normal	bjcasey	Mission Step - Variable Delay		2015-10-16 09:00 AM	BJScripts
1471	Feature - Enhancement	Implemented	Normal	bjcasey	Cargo Hold - Capacity As Percentage		2017-04-25 04:13 AM	BJScripts
1472	Feature - Enhancement	Implemented	Normal	bjcasey	InSpace/InStation States		2015-10-12 05:49 AM	BJScripts
1475	Feature - New	Implemented	Normal	camikaze	Propulsion Module Activation based on Range and Cap		2015-10-16 08:16 AM	BJScripts
1476	Feature - New	Implemented	Normal	camikaze	Defensive Module activation based on Parameters		2015-10-16 07:44 AM	BJScripts
1479	Bug	Resolved	Normal	bjcasey	Mission Command - Gate Activate		2015-10-19 06:54 AM	BJScripts
1482	Feature - Enhancement	Implemented	Normal	bjcasey	Available Modules - Filter Out Passives		2015-10-19 07:30 AM	BJScripts
1483	Feature - Enhancement	Implemented	Normal	bjcasey	Drone Range		2015-10-19 06:53 AM	BJScripts
1484	Feature - New	Implemented	Normal	bjcasey	Cycle Modules During Target Lock		2015-10-21 10:23 AM	BJScripts
1485	Feature - Enhancement	Implemented	Normal	bjcasey	TravelToBookmark - Dock At Station		2015-10-19 06:52 AM	BJScripts
1486	Bug	Resolved	Normal	pz	drones deploying when you undock		2015-10-21 10:16 AM	BJScripts
1488	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	BJScripts
1489	Feature - Enhancement	Implemented	Normal	pz	Defaults for mission parameters.		2015-10-21 11:49 AM	BJScripts
1490	Feature - Enhancement	Implemented	Normal	pz	Module Assignment List, edit entry		2017-06-03 04:23 PM	BJScripts
1491	Feature - New	Implemented	Normal	pz	Reload while no npcs on field?		2015-10-21 02:02 PM	BJScripts
1492	Bug	Resolved	Normal	pz	Target switching		2015-11-08 11:35 AM	BJScripts
1493	Bug	Resolved	Normal	pz	Not approaching rats		2015-10-21 10:14 AM	BJScripts
1494	Bug	Resolved	Normal	pz	Trying to fire while reloading.		2015-10-21 02:00 PM	BJScripts
1498	Feature - New	Implemented	Normal	bjcasey	Manual Reload Tracking		2015-10-21 01:59 PM	BJScripts
1500	Feature - New	Implemented	Normal	pz	Mission Enhancements		2015-10-29 07:44 AM	BJScripts
1501	Bug	Rejected	Normal	bjcasey	Module Export Overwriting		2017-07-06 01:28 PM	BJScripts
1502	Bug	Rejected	Normal	bjcasey	Entity Information Being Overwritten		2015-11-08 11:32 AM	BJScripts
1503	Bug	Resolved	Normal	bjcasey	Missions - Quotes In Name		2015-10-30 05:32 AM	BJScripts
1506	Feature - Enhancement	Implemented	Normal	bjcasey	Mission Save File		2015-10-28 04:28 AM	BJScripts
1511	Bug	Implemented	Normal	pz	Locator Agents interfering with Accept Mission		2015-11-08 05:53 PM	BJScripts
1513	Bug	Resolved	Normal	pz	4hr Decline Timer not actually tracking declines		2015-11-08 11:17 AM	BJScripts
1514	Bug	Resolved	Normal	bjcasey	Mission Decline		2015-11-08 11:16 AM	BJScripts
1515	Bug	Resolved	Normal	bjcasey	Combat Issues - Targeting		2015-11-08 11:01 AM	BJScripts

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1531	Feature - New	Implemented	Normal	camikaze	Key Binds for non US Keyboards		2015-12-01 09:52 AM	BJScripts
1616	Feature - New	Closed - User Error	Normal	dbhoward20	Support Mission Blacklist (Combat) w/ criteria of ship, name, system security, etc		2016-06-08 04:30 AM	BJScripts
1617	Feature - New	Implemented	Normal	dbhoward20	Adding ammo from item hanger		2017-07-30 11:09 AM	BJScripts
1720	Bug	Closed	Normal	loopy	QB3.0beta Version 3.00S errors with Queue Configuration Options		2016-10-29 08:00 PM	BJScripts
1800	Feature - Enhancement	Closed - User Error	Normal	LittleOgress	Starter Task Options		2017-01-31 12:29 PM	BJScripts
1905	Bug	Resolved	Normal	gnosh	Hauler does not deliver to Raitaru engineering complex		2017-06-03 04:25 PM	BJScripts
1914	Bug	Resolved	Normal	gnosh	Miners don't jettison ore when they're full		2017-06-16 03:06 PM	BJScripts
1918	Feature - Enhancement	Implemented	Normal	bjcasey	Inventory Management - Ore Hold to Fleet Hangar		2017-07-30 11:08 AM	BJScripts
1919	Bug	Resolved	Normal	bjcasey	Ship Cargo Hold - Not Enough Space		2017-06-23 05:08 PM	BJScripts
1923	Feature - New	Closed	Normal	bjcasey	Assigning Ammo to a Module/Reloading Options		2017-06-22 01:00 PM	BJScripts
2015	Feature - New	Implemented	Normal	ectocooler	Output red messages to debug file		2018-01-01 08:58 AM	BJScripts
2017	Bug	Resolved	Normal	Nerumph	Flee Below Pilot Standing Bug		2018-01-07 02:29 PM	BJScripts
2018	Bug	Resolved	Normal	Nerumph	Solo Miner, Unload At Station, Hang Up on Second Undock		2018-01-01 08:54 AM	BJScripts
2020	Feature - Enhancement	Resolved	Normal	Nerumph	Tractor Beam, Mining Laser Range Implimentation		2018-01-01 08:53 AM	BJScripts
2028	Bug	Resolved	Normal	Nerumph	Hauler - Single Fleet Member Pickup Option Bug		2018-01-17 06:29 PM	BJScripts
2029	Bug	Resolved	Normal	Nerumph	Rename Jetcan options not being preserved in profiles		2017-12-30 12:20 PM	BJScripts