

BJScripts - Issues

#	Tracker	Status	Priority	Author	Subject	Assignee	Updated	Project
2029	Bug	Resolved	Normal	Nerumph	Rename Jetcan options not being preserved in profiles		2017-12-30 12:20 PM	BJScripts
2028	Bug	Resolved	Normal	Nerumph	Hauler - Single Fleet Member Pickup Option Bug		2018-01-17 06:29 PM	BJScripts
2018	Bug	Resolved	Normal	Nerumph	Solo Miner, Unload At Station, Hang Up on Second Undock		2018-01-01 08:54 AM	BJScripts
2017	Bug	Resolved	Normal	Nerumph	Flee Below Pilot Standing Bug		2018-01-07 02:29 PM	BJScripts
1919	Bug	Resolved	Normal	bjcasey	Ship Cargo Hold - Not Enough Space		2017-06-23 05:08 PM	BJScripts
1914	Bug	Resolved	Normal	gnosh	Miners don't jettison ore when they're full		2017-06-16 03:06 PM	BJScripts
1905	Bug	Resolved	Normal	gnosh	Hauler does not deliver to Raitaru engineering complex		2017-06-03 04:25 PM	BJScripts
1515	Bug	Resolved	Normal	bjcasey	Combat Issues - Targeting		2015-11-08 11:01 AM	BJScripts
1514	Bug	Resolved	Normal	bjcasey	Mission Decline		2015-11-08 11:16 AM	BJScripts
1513	Bug	Resolved	Normal	pz	4hr Decline Timer not actually tracking declines		2015-11-08 11:17 AM	BJScripts
1503	Bug	Resolved	Normal	bjcasey	Missions - Quotes In Name		2015-10-30 05:32 AM	BJScripts
1494	Bug	Resolved	Normal	pz	Trying to fire while reloading.		2015-10-21 02:00 PM	BJScripts
1493	Bug	Resolved	Normal	pz	Not approaching rats		2015-10-21 10:14 AM	BJScripts
1492	Bug	Resolved	Normal	pz	Target switching		2015-11-08 11:35 AM	BJScripts
1486	Bug	Resolved	Normal	pz	drones deploying when you undock		2015-10-21 10:16 AM	BJScripts
1479	Bug	Resolved	Normal	bjcasey	Mission Command - Gate Activate		2015-10-19 06:54 AM	BJScripts
1469	Bug	Resolved	Normal	bjcasey	Combat Movement - KeepAtRange and Orbit Values		2015-10-14 08:02 PM	BJScripts
1468	Bug	Resolved	Normal	bjcasey	Modules - AlwaysOn		2015-10-16 07:43 AM	BJScripts