

BJScripts - Issues

#	Tracker	Status	Priority	Author	Subject	Assignee	Updated	Project
1476	Feature - New	Implemented	Normal	camikaze	Defensive Module activation based on Parameters		2015-10-16 07:44 AM	BJScripts
1475	Feature - New	Implemented	Normal	camikaze	Propulsion Module Activation based on Range and Cap		2015-10-16 08:16 AM	BJScripts
1470	Feature - New	Implemented	Normal	bjcasey	Mission Step - Variable Delay		2015-10-16 09:00 AM	BJScripts
1484	Feature - New	Implemented	Normal	bjcasey	Cycle Modules During Target Lock		2015-10-21 10:23 AM	BJScripts
1498	Feature - New	Implemented	Normal	bjcasey	Manual Reload Tracking		2015-10-21 01:59 PM	BJScripts
1491	Feature - New	Implemented	Normal	pz	Reload while no npcs on field?		2015-10-21 02:02 PM	BJScripts
1500	Feature - New	Implemented	Normal	pz	Mission Enhancements		2015-10-29 07:44 AM	BJScripts
1531	Feature - New	Implemented	Normal	camikaze	Key Binds for non US Keyboards		2015-12-01 09:52 AM	BJScripts
1460	Feature - New	Implemented	Normal	bjcasey	Additional Flee Options		2015-12-01 10:18 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
1923	Feature - New	Closed	Normal	bjcasey	Assigning Ammo to a Module/Reloading Options		2017-06-22 01:00 PM	BJScripts
1617	Feature - New	Implemented	Normal	dbhoward20	Adding ammo from item hanger		2017-07-30 11:09 AM	BJScripts
1465	Feature - New	Implemented	Low	camikaze	Ammo and Drone resupply		2017-07-30 11:10 AM	BJScripts
2015	Feature - New	Implemented	Normal	ectocooler	Output red messages to debug file		2018-01-01 08:58 AM	BJScripts