

## BJScripts - Issues

| #    | Tracker       | Status              | Priority | Author     | Subject  | Assignee | Updated             | Project   |
|------|---------------|---------------------|----------|------------|--|----------|---------------------|-----------|
| 2015 | Feature - New | Implemented         | Normal   | ectocooler | Output red messages to debug file  |          | 2018-01-01 08:58 AM | BJScripts |
| 1465 | Feature - New | Implemented         | Low      | camikaze   | Ammo and Drone resupply  |          | 2017-07-30 11:10 AM | BJScripts |
| 1617 | Feature - New | Implemented         | Normal   | dbhoward20 | Adding ammo from item hanger   |          | 2017-07-30 11:09 AM | BJScripts |
| 1923 | Feature - New | Closed              | Normal   | bjcasey    | Assigning Ammo to a Module/Reloading Options                                       |          | 2017-06-22 01:00 PM | 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 |
| 1578 | Feature - New | New                 | Low      | lilsammy   | Tractor beam - Loot cans + wrecks  |          | 2016-03-02 01:32 AM | BJScripts |
| 1460 | Feature - New | Implemented         | Normal   | bjcasey    | Additional Flee Options  |          | 2015-12-01 10:18 AM | BJScripts |
| 1531 | Feature - New | Implemented         | Normal   | camikaze   | Key Binds for non US Keyboards   |          | 2015-12-01 09:52 AM | BJScripts |
| 1500 | Feature - New | Implemented         | Normal   | pz         | Mission Enhancements   |          | 2015-10-29 07:44 AM | BJScripts |
| 1505 | Feature - New | New                 | Normal   | pz         | Option: Loot Dropoff   |          | 2015-10-22 08:10 AM | BJScripts |
| 1504 | Feature - New | New                 | Normal   | bjcasey    | Drone Management   |          | 2015-10-22 06:16 AM | BJScripts |
| 1491 | Feature - New | Implemented         | Normal   | pz         | Reload while no npcs on field?   |          | 2015-10-21 02:02 PM | BJScripts |
| 1498 | Feature - New | Implemented         | Normal   | bjcasey    | Manual Reload Tracking   |          | 2015-10-21 01:59 PM | BJScripts |
| 1484 | Feature - New | Implemented         | Normal   | bjcasey    | Cycle Modules During Target Lock   |          | 2015-10-21 10:23 AM | BJScripts |
| 1496 | Feature - New | New                 | Normal   | pz         | Utilize "Instant Undock" (and Dock) bookmarks.                                     |          | 2015-10-20 08:13 PM | BJScripts |
| 1481 | Feature - New | New                 | Normal   | camikaze   | Mission Option - NPC Blacklist   |          | 2015-10-16 04:55 PM | BJScripts |
| 1480 | Feature - New | New                 | Normal   | camikaze   | Mission Command - Ignore NPCs  |          | 2015-10-16 04:53 PM | BJScripts |
| 1470 | Feature - New | Implemented         | Normal   | bjcasey    | Mission Step - Variable Delay  |          | 2015-10-16 09:00 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 |