

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 |
| 1617 | Feature - New | Implemented | Normal | dbhoward20 | Adding ammo from item hanger | | 2017-07-30 11:09 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 |
| 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 |
| 1484 | Feature - New | Implemented | Normal | bjcasey | Cycle Modules During Target Lock | | 2015-10-21 10:23 AM | BJScripts |
| 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 |
| 1465 | Feature - New | Implemented | Low | camikaze | Ammo and Drone resupply | | 2017-07-30 11:10 AM | BJScripts |
| 1460 | Feature - New | Implemented | Normal | bjcasey | Additional Flee Options | | 2015-12-01 10:18 AM | BJScripts |