StealthBot - Issues

#	Tracker	Status	Priority	Author	Subject	Assignee	Updated	Project
1227	Feature - New	New	Normal	Stealthy	Optionally log out after max runtime is reached		2014-10-15 01:39 PM	StealthBot
1228	Feature - Enhancement	New	Normal	Stealthy	Make Mining ore selection group-based (e.g. Veldspar, Scordite) instead of type-based (e.g. Concentrated Veldspar)		2014-10-15 01:40 PM	StealthBot
1229	Feature - Enhancement	New	Normal	Stealthy	Use tractor beams when looting mission objectives		2014-10-15 01:45 PM	StealthBot
1230	Feature - Enhancement	New	Normal	Stealthy	Add a means of specifying that we -should not- use drones on a mission target		2014-10-15 01:46 PM	StealthBot
1231	Bug	New	Normal	Stealthy	Miner mines nearby rocks for extremely short periods of time before bounce-warping		2014-10-15 01:48 PM	StealthBot
1232	Feature - Enhancement	New	Normal	Stealthy	Add ability to select / deselect all ores for Mining configuration		2014-10-15 01:53 PM	StealthBot
1234	Bug	New	Normal	Stealthy	Stop moving if we were moving when the last target is killed		2014-10-15 01:57 PM	StealthBot
1233	Feature - Enhancement	Resolved	Normal	Stealthy	Add ability to click/drag to re-arrange Mining ore priorities	Stealthy	2014-10-21 02:47 PM	StealthBot
1247	Bug	Resolved	Normal	Stealthy	Phase out GetBuddies in favor of GetContacts		2014-10-24 08:30 AM	StealthBot
1226	Feature - Enhancement	In Progress	Normal	Stealthy	Make TTS alerts optionally fire only once every few minutes	Stealthy	2014-10-30 08:08 PM	StealthBot