

OutpostHD - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated
164	Bug	Acknowledged	Normal	Connectedness Search Fails	leeor_net	01/20/2018 11:40 PM
163	Bug	Closed	Normal	Population not affected until residences are placed	leeor_net	01/07/2018 01:38 AM
162	Task	Closed	Normal	Integrate residential capacity with morale calculation.		08/26/2017 02:58 AM
161	Bug	Closed	Normal	Tile picking accuracy tanks when edge length is even	leeor_net	08/25/2017 10:28 PM
160	Task	Acknowledged	Normal	Add a new c'tor to GameState to allow for loading a saved game		08/08/2017 07:33 PM
159	Task	Acknowledged	Normal	Add a menu state		08/08/2017 07:30 AM
158	Task	Acknowledged	Normal	Build Research UI		08/08/2017 07:04 AM
157	Task	Closed	Normal	Optimize Minimap Draw		04/24/2018 03:43 AM
156	Task	Acknowledged	Normal	Implement random background music track selection		08/08/2017 06:41 AM
155	Task	Acknowledged	Normal	Add user alert about diminishing resources		08/06/2017 07:59 PM
154	Task	Acknowledged	Normal	Implement robot assignment to RCC		04/24/2018 03:21 AM
153	Task	Closed	Normal	Add Nursery structure	leeor_net	08/04/2017 11:46 PM
152	Task	Acknowledged	Normal	Surface Factories to check for available robot slots.		04/24/2018 03:22 AM
151	Task	Closed	Normal	Update Robot code to also check AOI for Comm Towers		08/07/2017 09:33 PM
150	Task	Closed	Normal	Add Communication Tower structure.		08/07/2017 09:33 PM
149	Bug	Closed	Normal	File I/O window doesn't disable 'OKAY' button when it's first displayed.		08/02/2017 10:46 PM
148	Task	Closed	Normal	Add alt+enter for quick switching between windowed and fullscreen modes		08/01/2017 10:56 PM
147	Task	Closed	Normal	Implement re-sizable main window.	leeor_net	07/31/2017 05:53 AM
146	Feature	Closed	Low	Being able to navigate thru depth levels with Page Up/Page Down/First/End keys	Goof	07/08/2017 09:34 PM
145	Bug	Closed	Normal	The display of the levels "bar" was messy since the update of NAS2D	Goof	07/08/2017 09:33 PM
144	Task	Closed	Normal	Add functions to use scientists as workers to PopulationPool	leeor_net	07/24/2017 09:04 PM
143	Task	Closed	Normal	Add population check to structure update loop	leeor_net	07/30/2017 05:19 PM
142	Task	Closed	Normal	Add a pure virtual population requirements function to Structure	leeor_net	07/25/2017 08:41 PM
141	Bug	Closed	Normal	TextArea drops words		12/29/2016 07:00 AM
140	Task	Acknowledged	Normal	Develop a method to instantiate a new state in a separate thread		12/28/2016 06:29 PM
139	Task	Closed	Normal	Build a PopulationPool object	leeor_net	12/08/2016 06:24 PM
138	Bug	Closed	Normal	Morale Trend Indicator disappears when at 1000	leeor_net	10/26/2016 07:39 PM
137	Feature	New	Normal	Open a dialog when clicking on the wheel icon in the upper right side of the screen.	Goof	10/24/2016 01:21 AM
136	Bug	Closed	Normal	Correct some malfunctions with the "Colonist lander"	Goof	10/24/2016 01:14 AM
135	Task	Closed	Normal	Implement Command Center Influence Area		08/02/2017 09:01 PM
134	Task	Closed	Normal	Fix Menu Control	Goof	08/08/2017 06:36 AM

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133	Task	Acknowledged	Normal	Add a CheckBox control type		10/05/2016 07:37 PM
132	Task	Closed	Normal	Implement save/load dialog		10/20/2016 08:10 PM
131	Task	Closed	Normal	Add morale trend indicator		10/06/2016 01:18 AM
130	Task	Closed	Normal	Add variable for morale level from previous turn	leeor_net	10/04/2016 05:14 AM
129	Task	Acknowledged	Normal	Implement residential overcapacity morale modifier		09/20/2016 05:05 PM
128	Task	Closed	Normal	Add housing capacity to Population Panel		08/26/2017 02:39 AM
127	Task	Closed	Normal	Add a Game Over dialog	leeor_net	09/23/2016 03:26 AM
126	Task	Closed	Normal	Set Game Over state when population reaches 0		09/29/2016 03:41 AM
125	Task	Acknowledged	Normal	Add Maintenance Facility GUI		09/18/2016 12:01 AM
124	Task	Acknowledged	Normal	Implement maintenance/engineering teams		09/17/2016 11:05 PM
123	Task	Acknowledged	Normal	Implement Maintenance Facility		09/17/2016 11:03 PM
122	Task	Acknowledged	Normal	Implement structure integrity decay		09/17/2016 07:50 PM
121	Task	Acknowledged	Normal	Implement meteorite impact		09/14/2016 07:24 PM
120	Task	Acknowledged	Normal	Implement Solar Flare		09/14/2016 07:14 PM
119	Task	Acknowledged	Normal	Implement Dust Storms		09/14/2016 07:07 PM
118	Task	Acknowledged	Normal	Implement Electrical Storm		09/14/2016 07:05 PM
117	Task	Acknowledged	Normal	Implement Earthquake Disaster		09/14/2016 06:50 PM
116	Bug	Closed	Normal	Population never hits 0 when food is unavailable	leeor_net	09/18/2016 07:52 PM
115	Task	Closed	Normal	Agridome's should lose food when they go disabled.	leeor_net	09/18/2016 09:19 PM
114	Task	Closed	Normal	Load population from save game	leeor_net	09/12/2016 03:49 AM
113	Task	Closed	Normal	Save population in save game	leeor_net	09/12/2016 03:48 AM
112	Task	Closed	Normal	Implement food consumption	leeor_net	09/12/2016 02:49 AM
111	Task	Closed	Normal	Add Colonist Lander		09/29/2016 03:41 AM
110	Task	Closed	Normal	Add Cargo Lander		08/26/2017 01:59 AM
109	Bug	Closed	Normal	Previously you may not be able to place seed lander after changing depth level on turn 0	Goof	08/21/2016 07:15 PM
108	Task	Closed	Normal	Change DiggerDirection dialog behavior so it doesn't potentially obstruct the mouse pointer	leeor_net	09/03/2016 02:20 AM
107	Feature	Closed	Normal	Reworked UI	Goof	08/21/2016 12:10 AM
106	Bug	Closed	Normal	When changing depth the interface could not update completely	Goof	08/21/2016 12:10 AM
105	Task	Closed	Normal	Add mouse based layer/level selection	Goof	09/07/2016 03:32 AM
104	Task	Acknowledged	Normal	Add aging logic to mines	leeor_net	09/07/2016 05:31 PM
103	Task	Acknowledged	Normal	Add a Mine Facility management UI	leeor_net	08/27/2016 03:54 PM
102	Task	Acknowledged	Normal	Update the way mines are generated.		08/19/2016 03:54 AM
101	Task	Closed	Normal	Add a population detail UI Panel to the Resource HUD.	leeor_net	08/25/2016 12:35 AM

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100	Task	Closed	Normal	Integrate population check with building requirements check	leeor_net	07/30/2017 05:19 PM
99	Bug	Closed	Normal	Digger can be placed on a tile with another robot.	leeor_net	08/17/2016 11:28 PM
98	Bug	Closed	Normal	Agricultural Domes don't cap their food production / storage	leeor_net	08/15/2016 04:09 AM
97	Task	Acknowledged	Normal	Redesign ResourcePool so that it properly handles food/energy resources		08/15/2016 03:34 AM
96	Bug	Closed	Normal	Loading the saved game more than once or restarting a new planet increase memory usage	leeor_net	08/11/2016 11:31 AM
95	Bug	Rejected	Low	The construction of a Fusion Reactor seem's to self consume the power that he generate	Goof	08/07/2016 08:24 PM
94	Bug	Closed	Normal	Player's current resource capacity is misreported when loaded.	leeor_net	08/15/2016 04:15 AM
93	Task	In Progress	Normal	Implement Robot Storage and Robot Command Capacity		04/24/2018 03:22 AM
92	Task	Closed	Normal	Add Robot Command Structure	Goof	08/05/2017 07:00 AM
91	Task	In Progress	Normal	Implement warehouse interface		04/24/2018 03:40 AM
90	Task	Closed	Normal	Add the Warehouse Structure	Goof	08/17/2016 11:20 PM
89	Task	Closed	Normal	Add the Light Industry Structure	Goof	04/23/2018 01:52 AM
88	Bug	Closed	Normal	Turn end crash the game when a surface factory has a working job set	leeor_net	08/06/2016 06:36 PM
87	Task	Acknowledged	Normal	Add Difficulty Selection and Global Modifier		07/28/2016 07:46 PM
86	Task	Closed	Normal	Add the Recreation Center Structure	Goof	08/07/2016 08:13 PM
85	Task	Acknowledged	Normal	Add the Solar Receiver Array Structure		08/07/2016 08:16 PM
84	Bug	Closed	Normal	Array Index out of bounds when drawing map Debug Info	leeor_net	08/10/2016 03:48 AM
83	Task	Acknowledged	Normal	Add the Commercial Structure		08/02/2017 11:10 PM
82	Task	Closed	Normal	Add the Hot Lab Structure	Goof	08/16/2016 05:23 AM
81	Task	Acknowledged	Normal	Add the Laboratory Structure		07/28/2016 04:12 PM
79	Task	Closed	Normal	Add the Smelther Structure	Goof	07/28/2016 04:11 PM
78	Task	Closed	Normal	Add the Surface Factory Structure	Goof	07/28/2016 04:10 PM
77	Task	Closed	Normal	Add the Park Structure	Goof	08/07/2016 03:24 PM
76	Task	Closed	Normal	Add the Medical Facility Structure	Goof	10/25/2016 11:49 PM
75	Task	Closed	Normal	Add the University Structure	Goof	08/08/2017 02:14 AM
74	Task	Acknowledged	Normal	Balance Resource Production		08/19/2016 03:55 AM
73	Task	Closed	Normal	Add option to auto-skip the splash screen	leeor_net	07/18/2016 05:31 AM
72	Task	Closed	Normal	Add Tokamak Power Structure	leeor_net	07/19/2016 01:56 AM
71	Task	Closed	Normal	Planet Select State should set different mine counts and available yields	leeor_net	07/20/2016 03:17 AM
70	Task	Closed	Normal	Planet Select State should set planet digging depths based on planet type	leeor_net	07/20/2016 03:17 AM
69	Task	Closed	Normal	Add planet descriptions to Planet Select State	leeor_net	07/19/2016 06:47 PM
68	Bug	Closed	Normal	checkTubeConnection() is slightly broken	leeor_net	07/10/2016 01:46 AM
67	Task	Closed	Normal	Provide feedback to user if insufficient resources to build Structure	leeor_net	07/12/2016 08:34 PM

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66	Task	Closed	Normal	Add current level to debug info	leeor_net	07/01/2016 05:30 AM
65	Task	Closed	Normal	Add structure info to debug info	leeor_net	07/01/2016 05:42 AM
64	Task	Closed	Normal	Add structure storage pool values to debug info	leeor_net	07/01/2016 05:42 AM
63	Task	Closed	Normal	Add structure production pool values to debug info	leeor_net	07/01/2016 05:48 AM
62	Task	Closed	Normal	Add mouse hover coords to debug information	leeor_net	07/01/2016 05:29 AM
61	Task	Closed	Normal	Develop a population model	leeor_net	09/07/2016 03:29 AM
60	Task	Closed	Normal	Build a deserialize() method for Robot	leeor_net	07/07/2016 03:14 AM
59	Task	Closed	Normal	Build a serialize() method for Robot	leeor_net	07/01/2016 05:13 AM
58	Task	Closed	Normal	Build a serialize() method for Mine	leeor_net	06/30/2016 04:49 AM
57	Task	Closed	Normal	Build a deserialize() function for Factory	leeor_net	07/10/2016 12:44 AM
56	Task	Closed	Normal	Build a deserialize() function for Structure	leeor_net	07/09/2016 12:20 PM
55	Task	Closed	Normal	Build a deserialize() function for GameState	leeor_net	07/03/2016 11:26 PM
54	Task	Closed	Normal	Build a deserialize() function for Mine	leeor_net	07/09/2016 11:53 AM
53	Task	Closed	Normal	Build a deserialize() function for TileMap	leeor_net	07/09/2016 11:53 AM
52	Task	Closed	Normal	Build a serialize() method for Factory	leeor_net	06/30/2016 06:58 AM
51	Task	Closed	Normal	Build a serialize() method for Structure	leeor_net	06/30/2016 06:59 AM
50	Task	Closed	Normal	Add Current Level Indicator	leeor_net	07/10/2016 01:15 AM
49	Task	Closed	Normal	Build a Structure Report windows	leeor_net	07/14/2016 08:41 AM
48	Task	Closed	Normal	Modify StructureFactory so that calls to costToBuild() don't incur a construction and destruction		07/11/2016 06:22 PM
47	Bug	Closed	Normal	Agricultural Dome never comes out of construction phase	leeor_net	06/22/2016 07:48 PM
46	Task	Closed	Normal	Find a better way to get a structure's build cost.	leeor_net	07/11/2016 06:21 PM
45	Task	Closed	Normal	Implement structure build cost	leeor_net	06/28/2016 03:16 AM
44	Task	Closed	Normal	Build a serialize() method for GameState	leeor_net	07/01/2016 05:25 AM
43	Task	Closed	Normal	Build a serialize() method for TileMap	leeor_net	06/30/2016 04:47 AM
42	Feature	Closed	Normal	Use the Mouse Wheel to change between tube tiles when inserting tubes	leeor_net	07/09/2016 07:03 AM
39	Task	Closed	Normal	Add a 'type' field to Structure		02/19/2016 01:43 AM
38	Task	Closed	Normal	Update the way the player's usable resources are handled		06/22/2016 05:25 AM
37	Task	Closed	Normal	Add a Storage interface to Structure	leeor_net	02/25/2016 12:42 AM
36	Task	Closed	Normal	Implement Agridome Storage	leeor_net	06/20/2016 05:47 AM
35	Task	Closed	Normal	Implement automatic Trucking	leeor_net	06/27/2016 05:29 AM
34	Task	Closed	Normal	Implement Resource Mangement interfaces in ResourcePool	leeor_net	01/11/2016 01:27 AM
33	Task	Closed	Normal	Define a ResourceType enumerator	leeor_net	01/02/2016 10:18 PM
32	Task	Closed	Normal	Implement Table storage in ResourcePool	leeor_net	01/02/2016 10:24 PM

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31	Task	Closed	Normal	Rename Resources class to ResourcePool	leeor_net	01/02/2016 08:41 PM
30	Task	Closed	Normal	Implement a StructureFactory interface		12/28/2015 05:44 AM
29	Task	Closed	Normal	Implement Storage Tanks		06/22/2016 05:24 AM
28	Task	Closed	Normal	Implement Smelter Storage	leeor_net	06/20/2016 05:46 AM
26	Task	Closed	Normal	Change Tube placement so that they are marked connected on the same turn they're placed if placed next to a connected tube/structure		12/27/2015 10:03 PM
25	Task	Closed	Normal	Modify Factory Object to support Factory Functions		11/25/2015 06:07 AM
24	Task	Acknowledged	Normal	Add Progress Bar to Factory Production UI		01/02/2016 05:15 AM
23	Task	Closed	Normal	Hook Controls in the Factory Window to Factory Functions	leeor_net	11/25/2015 06:07 AM
22	Task	Closed	Normal	Implement Factory Production	leeor_net	11/25/2015 06:08 AM
21	Task	Closed	Normal	Modify IconGrid so that 'tooltips' are optional		11/10/2015 04:36 AM
20	Task	Acknowledged	Normal	Optimize IconGrid::update()		11/10/2015 04:10 AM
19	Bug	Closed	Normal	IconGrid doesn't differentiate between the different mouse buttons when responding to MouseDown events	leeor_net	11/10/2015 04:19 AM
18	Task	Feedback	Normal	Develop a Research Tree	vomov	06/28/2016 03:59 AM
17	Task	Closed	Normal	Convert Robots Selection to IconGrid View	leeor_net	11/09/2015 11:25 PM
16	Task	Closed	Normal	Convert Connections Selection to IconGrid View	leeor_net	11/09/2015 11:26 PM
15	Task	Closed	Normal	Convert Structure Selection to IconGrid View	leeor_net	11/09/2015 11:26 PM
14	Task	Closed	Normal	Add Population numbers to Resource HUD	leeor_net	08/25/2016 12:35 AM
13	Task	Closed	Normal	Refactor Robot Menu when robot becomes available again	leeor_net	12/28/2015 06:02 AM
12	Task	Closed	Normal	Change robot selection from string comparison to table lookup	leeor_net	12/28/2015 01:57 AM
11	Task	Closed	Normal	Change structure selection from string comparison to table lookup	leeor_net	12/27/2015 11:51 PM
10	Task	Closed	Normal	Pull Menu's from GameState and replace with IconGrid interface	leeor_net	11/10/2015 12:07 AM
9	Task	Closed	Normal	Implement IconGrid UI element	leeor_net	11/09/2015 11:33 PM
6	Task	Closed	Normal	Implement storage at Mine's	leeor_net	01/11/2016 01:36 AM
5	Task	Acknowledged	Normal	Have Mine search for nearest available Smelter		01/11/2016 04:31 AM
4	Task	Acknowledged	Normal	Implement A* Pathing		01/11/2016 04:31 AM
3	Task	Acknowledged	Normal	Implement Truck Routing		01/11/2016 04:31 AM
2	Task	Closed	Normal	Implement Storage	leeor_net	06/22/2016 05:25 AM
1	Task	Closed	Normal	Add Factory Production Window	leeor_net	11/25/2015 06:07 AM