

## Issues

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1208	ET: Legacy Development	Bug		New	Normal	Not possible to crawl close to wall and objects	Spyhawk		13.11.2019 14:38	Mod generic	2.77	0
1328	ET: Legacy Development	Bug		New	Normal	Artilery setting within the room	ryven		13.11.2019 13:54	Mod QAGAME	2.78	0
1337	ET: Legacy Development	Bug		New	Low	Hand hint icon appears even when the action can not be performed	artium		13.11.2019 13:54	Mod CGAME	2.78	0
1359	ET: Legacy Development	Bug		New	Normal	cg_thirdperson on MG	keMoN		12.11.2019 22:45	Mod generic	2.78	0
1056	ET: Legacy Development	Bug		Feedback	Urgent	Can't load ui_mp_x86.dll because of spaces/accents on user folder on windows 10	lixoaqui		09.11.2019 13:54	Client	2.77	100
1066	ET: Legacy Development	Bug		New	Normal	Replace jpeg references in skin files	IR4T4		27.10.2019 20:48	Mod CGAME	2.78	0
1080	ET: Legacy Development	Bug		New	Low	Fix r_rimlighting & Render_vertexLighting_DBS_entity/ST_DIFFUSEMAP stages	IR4T4		27.10.2019 20:28	Client	renderer2	0
1052	ET: Legacy Development	Bug		New	Normal	Door texture problem on Erdenberg_b2 map	artium		27.10.2019 20:25		renderer2	0
1340	ET: Legacy Development	Bug		New	Low	Low smoke performance	ryven		27.10.2019 12:49	Renderer	ALL	0
1243	ET: Legacy Development	Bug		New	Urgent	Server crash related to filesystem access	Spyhawk		27.10.2019 12:44	Server	2.77	0
987	ET: Legacy Development	Bug		Feedback	Immediate	Server crash	Spyhawk		27.10.2019 12:44	Server	2.77	10
1356	ET: Legacy Development	Bug		New	Normal	Client download is not redirected (when minimized)	eagle_cz		24.10.2019 21:56	Client		0
1211	ET: Legacy Development	Bug		New	Normal	Segfault on client linux x64 at startup (master branch)	Ododo		24.10.2019 19:11	Client	2.78	0
1354	ET: Legacy Development	Bug		New	Normal	Inkompatibel to Mac OS Catalina	GrafThiel		20.10.2019 20:49			0
1314	ET: Legacy Development	Bug		New	Normal	Hunk_Alloc fails if RENDERER_DYNAMIC is set off	Saukko		16.10.2019 15:50		2.78	0
1353	ET: Legacy Development	Bug		New	High	Server crash	hellreturn		15.10.2019 23:28	Server	2.77	0
553	ET: Legacy Development	Bug		Confirmed	Normal	renderer2: fix 'fogvars' fog / fog issues	IR4T4		06.10.2019 13:19	Client	renderer2	80
1123	ET: Legacy Development	Bug		New	Low	renderer2: thunder is bugged	IR4T4		28.09.2019 14:22	Renderer	renderer2	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1338	ET: Legacy Development	Bug		Can't reproduce	Normal	Baseraace map selects the wrong winning team	artium		17.09.2019 16:05	Mod generic	2.77	0
1045	ET: Legacy Development	Bug		Confirmed	Low	renderer2: Lower clouds speed / fix animation speed	IR4T4		10.09.2019 20:37	Client	renderer2	50
1344	ET: Legacy Development	Bug		Feedback	Normal	SR reset itself	RaFaL		07.09.2019 20:09	Mod QAGAME	2.77	50
1341	ET: Legacy Development	Bug		New	Normal	SIGBUS clang	namtsui		03.09.2019 19:57	General	2.77	0
1313	ET: Legacy Development	Bug		New	Normal	UI has some issues when textfield is currently active	Saukko		24.08.2019 18:37	Mod UI	2.78	0
1190	ET: Legacy Development	Bug		New	Normal	segmentation fault on start	tiffie		13.08.2019 21:16	General	2.78	0
1183	ET: Legacy Development	Bug		New	Immediate	broken nextmap command in gametype 4	Harlekin		20.07.2019 12:35	Mod generic	2.77	0
1135	ET: Legacy Development	Bug		New	High	CL_ParseServerMessage crash	Spyhawk		08.07.2019 12:33	Client	2.78	0
1245	ET: Legacy Development	Bug		New	Urgent	Bad command byte for client warning	Spyhawk		08.07.2019 12:32	Server	2.78	0
724	ET: Legacy Development	Bug		New	Low	In-game mouse cursor shows when opening certain popup menus	Saukko		27.06.2019 13:36	Mod UI	2.78	0
731	ET: Legacy Development	Bug		New	Normal	Tapout warning comes when trying to do it while gibbed in Max Lives	Saukko		26.06.2019 11:45	Mod CGAME	2.78	50
1251	ET: Legacy Development	Bug		Confirmed	Low	Blurred and pixelated hud icons with low picmip	Bystry		23.06.2019 13:00	Mod CGAME	2.78	50
1310	ET: Legacy Development	Bug		New	Normal	Successful vote cancelled when warmup ends	Spyhawk		22.06.2019 00:10	Mod generic	2.77	0
1276	ET: Legacy Development	Bug		New	High	Referee commands buggy	Spyhawk		14.06.2019 10:15	Mod generic	2.77	0
1220	ET: Legacy Development	Bug		Feedback	High	Bots with MG42 not facing the right direction	Spyhawk		13.06.2019 01:11	Mod generic	2.77	30
1035	ET: Legacy Development	Bug		New	Normal	When compiling error in libs\curl\libcurl.lib	Odal		12.06.2019 16:58	General	ALL	0
642	ET: Legacy Development	Bug		New	Low	Changing class after new map doesn't show the text	Saukko		11.06.2019 18:13	Mod CGAME	2.78	0
1284	ET: Legacy Development	Bug		New	Low	Wrong number of max lives shown during warmup	keMoN		29.05.2019 07:58	Mod generic	2.78	0
1298	ET: Legacy Development	Bug		New	Normal	Incorrect screenshot resolution when Windows' scaling is used	Saukko		20.05.2019 13:59	Client	2.78	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1296	ET: Legacy Development	Bug		New	Normal	Tank bug	ryven		19.05.2019 21:33	Mod QGAME	2.78	0
1258	ET: Legacy Development	Bug		New	Normal	con_drawNotify not working as it should	keMoN		19.05.2019 16:20	Mod generic	2.78	50
1267	ET: Legacy Development	Bug		New	Low	Lower resolutions are not centered on screen	keMoN		19.05.2019 15:03	Client	2.78	0
941	ET: Legacy Development	Bug		New	Low	Health isn't displayed when specing as spectator	Spyhawk		15.05.2019 13:08	Mod CGAME	2.78	30
1286	ET: Legacy Development	Bug		New	High	entities appearing at wrong positions	kimi		12.05.2019 18:46	Mod generic	2.77	0
406	ET: Legacy Development	Bug		Confirmed	Normal	Killed players are stuck on ladder	Spyhawk		04.05.2019 12:05	Mod generic	2.78	10
1218	ET: Legacy Development	Bug		In Progress	Low	MapVoting displays vote first in debriefing screen and breaks auto screenshot	Spyhawk		03.05.2019 18:10	Mod CGAME	2.78	90
1241	ET: Legacy Development	Bug		New	Normal	Rename &g_log internal variable.	Spyhawk		02.05.2019 19:31	General	2.78	0
1222	ET: Legacy Development	Bug		New	Low	Pins not displayed	Spyhawk		02.05.2019 18:18	Mod CGAME	2.78	0
1266	ET: Legacy Development	Bug		New	Low	Filter colour codes in log files	Spyhawk		02.05.2019 17:21	Mod generic	2.78	0
1270	ET: Legacy Development	Bug		New	Normal	ET Legacy crashes everytime its minimised	Patronza		02.05.2019 04:34	Client	2.78	0
1268	ET: Legacy Development	Bug		New	Normal	cant use custom HUD on pure servers	kimi		29.04.2019 11:21	Mod UI	2.78	0
1212	ET: Legacy Development	Bug		New	Low	Disable flying rifle grenade sound	Bystry		28.04.2019 02:07	Mod CGAME	2.78	0
1206	ET: Legacy Development	Bug		Confirmed	Low	Door open the wrong direction half the time (Linux 32 bit)	Harlekin		27.04.2019 00:36	Mod generic	2.78	10
804	ET: Legacy Development	Bug		Feedback	Normal	Fix restrictions	IR4T4		27.04.2019 00:34	Mod QGAME	2.78	50
1189	ET: Legacy Development	Bug		New	Low	ref command does not work in server console	Harlekin		26.04.2019 20:43	Mod QGAME	2.78	0
1262	ET: Legacy Development	Bug		New	Low	Rain on Würzburg Radar too loud on OpenAL	keMoN		25.04.2019 23:21	Mod generic	2.78	0
981	ET: Legacy Development	Bug		Confirmed	Normal	Some characters don't appear in chat	Spyhawk		18.04.2019 11:20	Mod generic	2.78	0
1236	ET: Legacy Development	Bug		New	Normal	Check for malformed IP breaks IPv6	lefo		31.03.2019 13:09	Mod generic	2.78	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
506	ET: Legacy Development	Bug		New	Low	Fix setautospawn variable in map scripts / Incorrect spawn count on command map	Spyhawk		14.03.2019 11:50	Mod pak3.pk3	2.78	10
1182	ET: Legacy Development	Bug		Can't reproduce	Normal	setl seems to be broken	Harlekin		14.02.2019 19:47	Mod QAGAME	2.78	0
936	ET: Legacy Development	Bug		Feedback	Normal	ETL 2.75 crashes on OSX with other mods (NQ1.2.9)	Odal		14.02.2019 11:46	Client	2.78	80
1131	ET: Legacy Development	Bug		New	Low	Spectator follow right click (previous) has a delay	IR4T4		14.02.2019 11:45	Mod CGAME	2.78	0
1186	ET: Legacy Development	Bug		Confirmed	Low	Fullscreen windowed will render a window without border	Timothy		14.02.2019 11:35	Mod UI	2.78	0
1201	ET: Legacy Development	Bug		New	Normal	Improve/extend hitsounds	IR4T4		14.02.2019 11:35	Mod generic	2.78	0
1185	ET: Legacy Development	Bug		New	Normal	Adjust total server number in browser.	Spyhawk		14.02.2019 11:34	Mod UI	2.78	0
1180	ET: Legacy Development	Bug		New	Low	Skill levels display -1 rather than next level when level is disabled	Spyhawk		14.02.2019 11:34	Mod CGAME	2.78	0
1072	ET: Legacy Development	Bug		Feedback	High	Games crashes if German Umlauts used in chat	tiffie		14.02.2019 11:34	General	2.78	20
1061	ET: Legacy Development	Bug		New	Normal	ETL wont start with multiple screen devices	IR4T4		14.02.2019 11:33	Client	2.78	0
742	ET: Legacy Development	Bug		Feedback	Low	Complains aren't possible when FF is off	Saukko		14.02.2019 11:33	Mod generic	2.78	0
1116	ET: Legacy Development	Bug		New	Low	Make showtris to affect only 3d context	ryven		14.02.2019 11:22	Renderer	2.78	0
116	ET: Legacy Development	Bug		New	Normal	Fix: cg_shadows 2 (r2 - max shadow setting bug (Player model black-skinned as a shadow)	Mateos		14.02.2019 11:22	Mod generic	2.78	0
538	ET: Legacy Development	Bug		New	Normal	*Reminder* Too many pk3s in path cause trouble/server crash	IR4T4		26.01.2019 16:41	Server	ALL	100
427	ET: Legacy Development	Bug		Confirmed	Normal	*REMINDER* cmake findpackage() doesn't detect 32 bit OpenGL	IR4T4		26.01.2019 16:15	General	ALL	100
1134	ET: Legacy Development	Bug		New	Low	Language menu unreadable/bug with pull down menu when other field was picked before	Spyhawk		30.12.2018 21:39	Mod UI	2.78	80
1112	ET: Legacy Development	Bug		New	Normal	Legacy UI, Limbo Menu: Text elements doesn't CenterPrint	N3rwitZ		21.12.2018 15:08	Mod UI	2.78	0
1127	ET: Legacy Development	Bug		New	Normal	Fix/adjust cubemap process	IR4T4		18.12.2018 08:51	Renderer	renderer2	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1124	ET: Legacy Development	Bug		New	Normal	[UI] Disable use of cyrillic symbols in chat (for now)	N3rwitZ		27.11.2018 16:37	Client	2.78	0
1108	ET: Legacy Development	Bug		New	Normal	'Wrong' slashes creating issues	IR4T4		26.11.2018 11:08	Client	renderer2	0
1115	ET: Legacy Development	Bug		New	Normal	proning & touching solid material let the view stutter	IR4T4		09.10.2018 12:32	Mod generic	2.78	0
1114	ET: Legacy Development	Bug		New	Normal	renderer2: r_depthOfField 1 shouldn't affect weapon	IR4T4		09.10.2018 12:24	Client	renderer2	0
1111	ET: Legacy Development	Bug		New	Normal	Improve console language support	N3rwitZ		22.09.2018 16:55	Mod UI	Behind 2.60b / protocol 84	0
1001	ET: Legacy Development	Bug		Confirmed	Normal	End of game stats not always displayed in console	Spyhawk		10.09.2018 12:46	Mod generic	2.78	0
1101	ET: Legacy Development	Bug		New	Normal	renderer2: glitch in portal views	keMoN		02.09.2018 12:44	Client	renderer2	0
1102	ET: Legacy Development	Bug		New	Normal	movement glitch underneath Railgun cranes	keMoN		21.08.2018 21:26	General	2.78	0
944	ET: Legacy Development	Bug		New	Normal	Fix ladder movement	Spyhawk		11.08.2018 12:11	Mod generic	2.78	0
1095	ET: Legacy Development	Bug		New	Normal	Slicks are bugged on 32bit build	ryven		27.07.2018 01:00	Server	2.78	0
1098	ET: Legacy Development	Bug		New	Normal	Big servertime servers make movers to lag	ryven		25.07.2018 06:27	General	2.78	0
1053	ModelTool	Bug		In Progress	Immediate	Ability to rotate tags one by one	thunder		02.06.2018 23:07			50
630	ET: Legacy Development	Bug		Confirmed	Low	Landmine and dynamite hitbox	Saukko		14.05.2018 00:12	Mod CGAME	2.78	50
1092	ET: Legacy Development	Bug		New	Normal	renderer2: volumetric Fog surface transitions are buggy	IR4T4		22.04.2018 10:08	Client	renderer2	0
1069	ET: Legacy Development	Bug		New	Normal	Brightness changing multiple times while loading map	yks		18.04.2018 11:11	General	2.78	0
1027	ET: Legacy Development	Bug		Confirmed	Normal	r_dynamicBspOcclusionCulling 1 causes texture rendering lags	IR4T4		05.04.2018 10:54	Client	renderer2	10
541	ET: Legacy Development	Bug		Feedback	Normal	sv_protect 1 stops clients from connecting to the server after several days of uptime	Radegast		30.03.2018 11:53	Server	2.78	90
1090	ET: Legacy Development	Bug		New	Normal	renderer2: fix hdr_rendering / r_bloom issues	IR4T4		27.03.2018 21:49	Client	renderer2	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1023	ET: Legacy Development	Bug		In Progress	Normal	Loading profile overwrites cvars / fix CVAR_ROM flagged cvars behaviour	Mateos		26.02.2018 13:36	Client	2.78	40
1010	ET: Legacy Development	Bug		New	Normal	Engine db_mode 1 isn't accessible from mod and LuaSQL	Spyhawk		13.02.2018 13:31	General	2.78	0
217	ET: Legacy Development	Bug		New	Normal	FIX omnibot.cfg access for listen servers	IR4T4		05.02.2018 16:43	General	2.78	20
612	ET: Legacy Development	Bug		New	Normal	Fix OpenGL ES renderer	Radegast		01.02.2018 13:20	Client	ALL	30
977	ET: Legacy Development	Bug		Confirmed	Normal	Sound location restart with OpenAL enable	Aranud		26.01.2018 18:24	Client	2.78	0
922	ET: Legacy Development	Bug		Feedback	Normal	Fix timescale div 0 issues	IR4T4		25.01.2018 00:23	General	2.78	100
515	ET: Legacy Development	Bug		New	Normal	Player shadow z-fighting with decals	keMoN		09.10.2017 13:18		2.78	0
459	ET: Legacy Development	Bug		New	Low	Revive icon doesn't show on teammates who are underwater	Saukko		08.10.2017 14:33	Mod CGAME	ALL	0
224	ET: Legacy Development	Bug		New	Normal	Smoke and water	IR4T4		08.10.2017 14:18	General	ALL	0
49	ET: Legacy Development	Bug		In Progress	Normal	Test NET_AdrToString and associated code for IPv6 addresses / fix q3 net code merge	Trackbase		27.07.2017 14:12	General	ALL	50
318	ET: Legacy Development	Bug		New	Normal	Com_SetRecommended does always exec preset_high.cfg	IR4T4		02.07.2017 12:08	Client	2.78	0
522	ET: Legacy Development	Bug		Confirmed	Low	"FIGHT!" sound doesn't necessarily play when you spectate somebody	Saukko		02.07.2017 12:05	Mod generic	2.78	0
394	ET: Legacy Development	Bug		In Progress	Normal	Fix multiview feature	Spyhawk		02.07.2017 11:59	Mod generic	2.78	50
836	ET: Legacy Development	Bug		New	Normal	misplaced sounds on explosive debris	keMoN		29.06.2017 20:19	Mod generic	2.78	0
1042	ET: Legacy Development	Bug		New	Normal	Setting custom resolution has several side effects	IR4T4		17.06.2017 14:29	Client	renderer2	0
705	ET: Legacy Development	Bug		New	Normal	Text in map 'Details' exceeds its box	Saukko		12.06.2017 15:39	Mod UI	2.78	0
631	ET: Legacy Development	Bug		New	Normal	Explosion splash radius is sometimes bugged	Saukko		10.04.2017 16:47	Mod generic	2.78	0
266	ET: Legacy Development	Bug		New	Low	fs_game does not recognize profile	lottin		20.03.2017 16:18	Client	2.78	70
696	ET: Legacy Development	Bug		New	Normal	Demo playback issues	Saukko		07.03.2017 16:11	Client	2.78	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
646	ET: Legacy Development	Bug		New	Low	Smokegrenades and airstrike canisters behind a glass can't be seen	Saukko		03.03.2017 14:36	Mod generic	2.78	0
625	ET: Legacy Development	Bug		New	Low	renderer2: mods don't load gfx/2d/camera/grain.png and gfx/2d/camera/vignette.png	IR4T4		04.01.2017 17:53	Client	renderer2	50
872	ET: Legacy Development	Bug		New	Normal	enable_breath effect works only on surfaceparm	keMoN		18.12.2016 10:52		ALL	0
961	ET: Legacy Development	Bug		New	Low	After vid_restart in some cases medic icon appears on scoreboard	Saukko		09.11.2016 14:12	Mod CGAME	2.78	0
760	ET: Legacy Development	Bug		New	Low	Pause issues	Saukko		04.09.2016 12:18	Mod CGAME	2.78	0
518	ET: Legacy Development	Bug		New	Low	Shooting dead body makes sparks	Saukko		04.09.2016 12:15	Mod CGAME	2.78	80
751	ET: Legacy Development	Bug		Confirmed	Low	Segmentation fault with other mods	Spyhawk		29.08.2016 18:38	General	ALL	20
873	ET: Legacy Development	Bug		New	Normal	Client app hang	yfcz		29.08.2016 18:36	Client	2.78	0
738	ET: Legacy Development	Bug		New	Low	Healthbar bug	Saukko		29.08.2016 18:18	Mod generic	2.78	0
734	ET: Legacy Development	Bug		New	Normal	Max Lives feature bugs	Saukko		09.08.2016 17:42	Mod generic	2.78	0
137	ET: Legacy Development	Bug		Feedback	Normal	r_depthbits 32 -> render @ 0-1fps	boutetnico		15.03.2016 08:57	Client	2.78	50
821	ET: Legacy Development	Bug		Confirmed	Low	Console display "No config with filename '0' found"	Spyhawk		27.11.2015 06:19	Mod UI	2.78	0
770	ET: Legacy Development	Bug		New	Low	Full screen console being opened while console is part-open	Anonymous		25.11.2015 16:17	Client	2.78	0
863	ET: Legacy Development	Bug		New	Normal	Fix/Inspect Sniper aim	IR4T4		23.11.2015 22:47	Mod generic	2.78	0
886	ET: Legacy Development	Bug		Confirmed	Normal	Enabling Anti-Aliasing on NVIDIA Cards gives OpenGL Error (Linux)	sadsfae		15.11.2015 20:22	Client	ALL	20
532	ET: Legacy Development	Bug		New	Normal	Fix SVF_SELF_PORTAL	IR4T4		17.10.2015 13:15	General	ALL	0
223	ET: Legacy Development	Bug		New	Normal	Fix OpenBSD issues	IR4T4		11.10.2015 10:34	General	ALL	0
875	ET: Legacy Development	Bug		New	Normal	Fix team class HP bonus at first spawn	Spyhawk		26.08.2015 00:59	Mod generic	2.78	0
450	ET: Legacy Development	Bug		New	Low	unknown cmd userinfo	Saukko		25.08.2015 16:33	Client	2.78	50

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
858	ET: Legacy Development	Bug		New	Normal	Translated strings don't appear when compiled with clang	Spyhawk		14.08.2015 18:29	General	2.78	0
301	ET: Legacy Development	Bug		New	Normal	session<NUM> and sessionstats<NUM> cvars are not cleaned/reset after /map_restart	IR4T4		09.08.2015 11:12	Mod generic	2.78	0
807	ET: Legacy Development	Bug		New	Normal	MOD_SLIME is never used	Spyhawk		17.04.2015 09:45	Mod generic	2.78	20
831	ET: Legacy Development	Bug		New	Normal	buggy client unicode translation support	Spyhawk		09.04.2015 11:09	Client	2.78	0
740	ET: Legacy Development	Bug		New	Low	Teamdamage recieved won't show up if no shot has been given	Saukko		28.02.2015 20:32	Mod CGAME	2.78	0
268	ET: Legacy Development	Bug		New	Normal	WH prediction anomalies / bugged compass- and commandmap	IR4T4		22.02.2015 12:23	Server	ALL	10
714	ET: Legacy Development	Bug		New	Normal	Fix flamethrower	Saukko		25.01.2015 17:22	Mod generic	2.78	20
788	ET: Legacy Development	Bug		New	Normal	ET:L starts windowed	Lammert		20.01.2015 20:55	Client	2.78	0
326	ET: Legacy Development	Bug		New	Normal	Fix/update/inspect the joystick code	IR4T4		20.01.2015 13:38	Client	ALL	0
762	ET: Legacy Development	Bug		New	Normal	Some settings don't save after entered them in main menu	Saukko		08.01.2015 05:27		2.78	0
503	ET: Legacy Development	Bug		New	Normal	Fix dead player hitbox direction and bb height	IR4T4		07.01.2015 14:59	Mod generic	2.78	0
754	ET: Legacy Development	Bug		New	Normal	Legacy mod's etconfig.cfg gets affected by other mods	Saukko		07.01.2015 14:57	General	2.78	0
285	ET: Legacy Development	Bug		New	Normal	Make sv_fps independent from the code	Spyhawk		22.12.2014 02:05	Server	ALL	0
720	ET: Legacy Development	Bug		New	Normal	You hear hitsound when changing team after teambleeding	Saukko		13.12.2014 23:37	Mod CGAME	2.78	0
691	ET: Legacy Development	Bug		New	Low	Servers filters not accurate	Spyhawk		03.12.2014 22:33	Mod UI	2.78	0
672	ET: Legacy Development	Bug		New	Normal	Issues with a name having ' ^ ' after it	Saukko		28.11.2014 15:10	General	2.78	0
651	ET: Legacy Development	Bug		New	Normal	An item set on top of another won't go lower when the one below it disappears	Saukko		21.11.2014 17:05	Mod CGAME	2.78	0
639	ET: Legacy Development	Bug		New	Low	Colour name issues	Saukko		21.11.2014 11:55	Mod UI	2.78	60
561	ET: Legacy Development	Bug		New	Low	Objective's position bug	Saukko		18.08.2014 14:07		2.78	0



#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
566	ET: Legacy Development	Bug		New	Low	Player's animation loops while frozen	Saukko		17.08.2014 08:34	Mod CGAME	2.78	0
520	ET: Legacy Development	Bug		New	Normal	When opening limbomenu and closing it right after, it stops sounds temporarily	Saukko		06.08.2014 03:42	Mod generic	2.78	0
542	WolfRadiant	Bug		New	Normal	Replace scones with CMake	Radegast		24.05.2014 16:08		0.01	0
367	ET: Legacy Development	Bug		New	Normal	Maxlives not correctly displayed when following teammates.	Spyhawk		16.02.2014 11:51	Mod generic	2.78	0
393	ET: Legacy Development	Bug		New	Low	Fix skin loading issues	IR4T4		29.12.2013 15:17	Client	2.78	0
241	ET: Legacy Development	Bug		New	Normal	Sound and video not matching in demo when timescale is other than 1	Saukko		02.08.2013 12:18	Client	2.78	0
313	ET: Legacy Development	Bug		New	Normal	Moustrate/FPS dependant turnspread	S3ti		12.07.2013 04:14		2.78	0
248	ET: Legacy Development	Bug		New	Normal	Flame shader bug	Niek		16.05.2013 11:14	Server	2.78	0
170	ET: Legacy Development	Bug		New	Normal	Cmd_TokenizeString2 function doesn't handle escaped strings	Radegast		27.03.2013 01:42	General	2.78	0
189	ET: Legacy Development	Bug		New	Normal	Fix/inspect erros/warnings of stock maps	IR4T4		02.02.2013 12:33	Mod CGAME	ALL	0
50	ET: Legacy Development	Bug	Bug #31: Remove unused engine code	New	Normal	Remove unused UI code	IR4T4		11.10.2012 23:06	Mod UI	ALL	20
1242	ET: Legacy Development	Feature		New	Low	Add dynamite counter indicator	Spyhawk		13.11.2019 14:29	Mod generic	2.77	0
1305	ET: Legacy Development	Feature		New	Normal	SDL: Extend Codec selection	Aranud		13.11.2019 13:57	Client	2.78	0
1352	ET: Legacy Development	Feature		New	Normal	Upstream metainfo	Eonfge		13.11.2019 13:56	Documentation/Wiki	ALL	0
1155	ET: Legacy Development	Feature		New	Normal	Add Prestige to encourage XP reset	Spyhawk		10.11.2019 18:13	Mod generic	2.77	0
1357	ET: Legacy Development	Feature		New	Normal	Create an 'official', Automated Build image on Docker Hub	pataquets		31.10.2019 20:35			0
1351	ET: Legacy Development	Feature		New	Normal	Flatpak of ET:Legacy	Eonfge		27.10.2019 12:49	Client	ALL	0
1346	ET: Legacy Development	Feature		New	Normal	Add GUID collision check	Spyhawk		08.09.2019 09:27	Server	2.77	0
1342	ET: Legacy Development	Feature		New	Normal	Add server flag on scoreboard	Spyhawk		27.08.2019 12:40	Mod CGAME	2.77	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1339	ET: Legacy Development	Feature		New	Normal	Improved mortar attack requests on command map	Aranud		23.08.2019 14:25	Mod generic	2.78	0
1336	ET: Legacy Development	Feature		New	Normal	Automatic redirect when server is full	artium		20.08.2019 11:38	Mod UI	2.78	0
1265	ET: Legacy Development	Feature		In Progress	Low	Add built-in spawn points selector	Spyhawk		16.08.2019 13:11	Mod CGAME	2.77	90
1281	ET: Legacy Development	Feature		In Progress	Normal	ingame_main.menu "ADD TO FAVORITES" button	keMoN		15.08.2019 23:27	Mod UI	2.77	80
1261	ET: Legacy Development	Feature		New	Normal	Built-in class selector support for secondary weapon selecton	Spyhawk		12.08.2019 20:21	Mod CGAME	2.77	0
1292	ET: Legacy Development	Feature		Feedback	Low	Add shoutcaster role	Spyhawk		28.07.2019 19:08	Mod generic	2.78	80
1308	ET: Legacy Development	Feature		New	Low	Ability to cancel vote in progress (via api call?)	eagle_cz		15.07.2019 17:42	Mod generic	2.77	0
1318	ET: Legacy Development	Feature		New	Normal	Select the next maps for voting based on map size and players on server	artium		08.07.2019 10:45	Mod generic	2.78	0
1232	ET: Legacy Development	Feature		New	Normal	Add voting/referee option to extend time of a match	artium		23.06.2019 14:33	Mod generic	2.78	30
1253	ET: Legacy Development	Feature		New	Low	Add semi-randomized player faces	Spyhawk		23.06.2019 12:40	Mod generic	2.78	0
1303	ET: Legacy Development	Feature		New	Low	Add separate objective messages popup area	Spyhawk		23.06.2019 12:40	Mod CGAME	2.78	0
1149	ET: Legacy Development	Feature	Feature #581: Add TrueType Unicode font for the ingame console	New	Normal	Add fonts per language loading	Spyhawk		15.06.2019 13:34	Client	2.78	0
1282	ET: Legacy Development	Feature		New	Normal	Rework compass	Bystry		26.05.2019 14:19	Mod CGAME	2.77	0
1300	ET: Legacy Development	Feature		New	Normal	Implement PNG format for screenshot	Spyhawk		25.05.2019 23:36	Client	2.77	0
1159	ET: Legacy Development	Feature		New	Normal	Add option to disable loading riflenade by selecting weaponbank	Timothy		18.05.2019 00:54	Mod CGAME	2.78	0
830	ET: Legacy Development	Feature		New	Low	Console improvements	Spyhawk		17.05.2019 11:06	Client	2.78	0
1271	ET: Legacy Development	Feature		New	Normal	Give each member of FT a color in scoreboard, on mini-map and command map	Bystry		07.05.2019 23:39	Mod CGAME	2.77	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1277	ET: Legacy Development	Feature		New	Normal	Add flag to mark internal cvars	ryven		05.05.2019 13:56	General	2.78	0
284	ET: Legacy Development	Feature		New	Normal	Make all weapons recoil FPS independent and random	Spyhawk		03.05.2019 15:29	Mod CGAME	2.78	0
1237	ET: Legacy Development	Feature		New	Low	Add hud config presets option	Spyhawk		02.05.2019 17:18	Mod CGAME	2.78	0
1173	ET: Legacy Development	Feature		New	Normal	Make effects display options consistent	Spyhawk		02.05.2019 17:18	Mod CGAME	2.78	0
955	ET: Legacy Development	Feature		New	Low	more ammo and healthcabinets	thunder		27.04.2019 10:55	Mod pak3.pk3	2.78	0
198	ET: Legacy Development	Feature		New	Normal	All new hitbox and bounding box system	Jacker		27.04.2019 10:48	Mod generic	2.78	50
736	ET: Legacy Development	Feature		New	Low	Explosives and bullets can move your teammate	Saukko		26.04.2019 18:18	Mod generic	2.78	100
1252	ET: Legacy Development	Feature		New	Normal	Add dynamic campaign mode	Spyhawk		19.04.2019 10:14	Mod generic	2.78	0
1248	ET: Legacy Development	Feature		New	Low	Implement GetPlayerWeaponAmmo lua function to fetch weapon ammo count	ryven		13.04.2019 20:31	Lua API	2.78	0
1244	ET: Legacy Development	Feature		New	Normal	add missing settings preset configs	ryven		06.04.2019 15:37	Mod pak3.pk3	2.78	0
1230	ET: Legacy Development	Feature		New	Normal	Add dynamic server blacklist	Spyhawk		02.04.2019 17:18	Client	2.78	0
1199	ET: Legacy Development	Feature		New	High	Fix openssl/add https for curl/download	IR4T4		03.03.2019 12:57	General	2.78	0
912	ET: Legacy Development	Feature		New	Normal	Add throwing knives	IR4T4		18.02.2019 18:07	Mod generic	2.78	0
1109	ET: Legacy Development	Feature		New	Normal	Let /status command print a warning when too many pk3 files are on server	IR4T4		14.02.2019 11:50	Client	2.78	0
1150	ET: Legacy Development	Feature		New	Low	behaviour of g_inactivity & g_spectatorInactivity	Harlekin		14.02.2019 11:45	Mod QAGAME	2.78	0
932	ET: Legacy Development	Feature		New	Normal	Tighter interface with Lua admin suite	Spyhawk		14.02.2019 11:41	Mod generic	2.78	0
1013	ET: Legacy Development	Feature		New	Low	Add r_displayRefresh to the menus	IR4T4		14.02.2019 11:40	Client	2.78	0
686	ET: Legacy Development	Feature		New	Normal	Add on option to disable adrenaline	IR4T4		14.02.2019 11:39	Mod CGAME	2.78	0
888	ET: Legacy Development	Feature		New	Normal	Improvements of server browser	Dragonji		14.02.2019 11:38	Mod UI	2.78	33

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1205	ET: Legacy Development	Feature		New	Normal	Link screenshot command to JPEG	Timothy		14.02.2019 11:37	Mod CGAME	2.78	0
1113	ET: Legacy Development	Feature		New	Low	Legacy UI: Able to scroll Credits	N3rwitZ		14.02.2019 11:36	Mod UI	2.78	0
1161	ET: Legacy Development	Feature		New	Normal	Proposal: implement server pak isolation	ryven		27.01.2019 09:06	Client	2.77	60
1169	ET: Legacy Development	Feature		New	Normal	Add a quick (buy) weapon selection dialog	IR4T4		24.01.2019 14:19	Mod CGAME	2.78	0
1171	ET: Legacy Development	Feature		New	Low	Add human players count of all servers to server browser	Spyhawk		18.01.2019 13:37	Mod UI	2.78	0
267	ET: Legacy Development	Feature		New	Normal	map specific player skins	IR4T4		06.01.2019 19:18	Mod generic	ALL	0
1125	ET: Legacy Development	Feature		New	Low	give players a slight glow	keMoN		06.01.2019 00:32	Mod CGAME	2.78	0
477	ET: Legacy Development	Feature		New	Normal	Upgrade GeoIP country database to GeoLite2	Radegast		01.01.2019 16:56	Mod QAGAME	2.78	0
1143	ET: Legacy Development	Feature		New	Normal	floodMaxCommands	Harlekin		28.12.2018 02:05	Server	2.78	0
1154	ET: Legacy Development	Feature		New	Low	b_panzerhack: level 4 heavy weapons moved smg to weaponbank 2	Harlekin		28.12.2018 02:05	Mod CGAME	2.78	0
1129	ET: Legacy Development	Feature		New	Normal	Add a separate windows for chat only	Spyhawk		22.12.2018 22:07	Mod generic	2.78	0
1084	ET: Legacy Development	Feature		New	Normal	renderer2: Add light control	IR4T4		21.12.2018 15:07	General	renderer2	0
256	ET: Legacy Development	Feature		Feedback	Low	prevent map loading that contains .campaign files on connect	Harlekin		16.10.2018 17:54	Server	2.78	100
1118	ET: Legacy Development	Feature		New	Normal	Add a server command to prove external downloads	IR4T4		16.10.2018 00:39	Server	2.78	0
1117	ET: Legacy Development	Feature		New	Normal	Shrink CS_SYSTEMINFO	IR4T4		16.10.2018 00:13	Mod generic	2.78	0
947	ET: Legacy Development	Feature		New	Normal	Increase amount of trigger_objective_info	keMoN		12.10.2018 13:34	Mod generic	2.78	0
885	ET: Legacy Development	Feature		New	Normal	Create ET:L on/for Raspberry Pi	IR4T4		06.10.2018 14:35	General	2.78	50
1110	ET: Legacy Development	Feature		New	Normal	UI Windows to expand for better text display	N3rwitZ		21.09.2018 12:26	Mod UI	2.78	0
948	ET: Legacy Development	Feature		New	Low	Allow activation sounds for all triggers	keMoN		29.08.2018 22:24	Mod generic	Behind 2.60b / protocol 84	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1083	ET: Legacy Development	Feature		New	Low	renderer2: get in real map values from bsp	thunder		14.08.2018 11:26		renderer2	0
1093	ET: Legacy Development	Feature		New	Normal	r_worldLOD to set level-of-detail	keMoN		05.05.2018 11:53	Mod generic	2.78	0
865	ET: Legacy Development	Feature		New	Normal	Rebalance the game to make soldiers with SMG more useful	Spyhawk		18.03.2018 20:44	Mod generic	2.78	0
388	ET: Legacy Development	Feature		New	Low	Introduce "auto-switch" next to "auto-reload"	keMoN		24.02.2018 20:27	Mod CGAME	2.78	0
1000	ET: Legacy Development	Feature		New	Normal	Modernize HUD	Spyhawk		22.02.2018 13:59	Mod CGAME	2.78	50
1073	ET: Legacy Development	Feature	Feature #1000: Modernize HUD	New	Normal	Enable translations for HUD/UI elements	keMoN		21.02.2018 17:10	Mod CGAME	2.78	0
598	ET: Legacy Development	Feature		New	Normal	multiple capturable objects	keMoN		09.10.2017 13:51	Mod generic	Behind 2.60b / protocol 84	0
1049	ET: Legacy Development	Feature	Feature #888: Improvements of server browser	New	Normal	Better favourites display	artium		09.10.2017 13:46	Mod UI	2.78	0
1044	ET: Legacy Development	Feature	Feature #888: Improvements of server browser	New	Low	Servename search-bar in the server browser	keMoN		09.10.2017 13:36	Mod UI	2.78	0
539	ET: Legacy Development	Feature		New	Normal	Add a scrollbar for DETAILS in HOST GAME menu	IR4T4		08.10.2017 18:32	Mod UI	2.78	0
1057	ET: Legacy Development	Feature		New	Normal	Improve the !pause functionality	keMoN		28.08.2017 14:32	Mod generic	2.78	0
183	ET: Legacy Development	Feature		In Progress	Low	New referee menu for Omni-bot control	IR4T4		02.07.2017 12:04	Mod UI	2.78	50
278	ET: Legacy Development	Feature		In Progress	Normal	Servers-side and per-client demo recording	boutetnico		02.07.2017 12:04	Server	2.78	80
838	ET: Legacy Development	Feature		New	Normal	Add dynamite counter for spectators/shoutcaster	Spyhawk		02.07.2017 11:55	Mod generic	2.78	0
644	ET: Legacy Development	Feature		New	Normal	Calling an artillery through glass	Saukko		01.07.2017 14:03	Mod CGAME	ALL	0
1003	ET: Legacy Development	Feature		New	Normal	Add Objective Indicators to the HUD	belst		10.04.2017 16:39	Mod CGAME	2.78	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1021	ET: Legacy Development	Feature		New	Normal	Add real time player behavior analysis	Spyhawk		13.03.2017 00:53	General	2.78	0
229	ET: Legacy Development	Feature		New	Normal	Add support of ETTV (ETpro*)	IR4T4		06.03.2017 00:28	Mod QAGAME	ALL	0
1009	ET: Legacy Development	Feature		New	Normal	Zoomed sniper sensitivity	kimi		22.02.2017 10:18	Mod CGAME	2.78	0
1008	ET: Legacy Development	Feature		New	Low	Add in-game Skills And Rewards progression table	Spyhawk		21.02.2017 12:48	Mod CGAME	2.78	0
1005	ModelTool	Feature		New	Normal	Blender file import	thunder		18.02.2017 17:30			0
949	ET: Legacy Development	Feature		New	Normal	Reimplement (or drop) misc_flak?	IR4T4		16.01.2017 20:15	Mod generic	2.78	0
98	ET: Legacy Development	Feature		New	Normal	Inspect/add prediction code...	IR4T4		13.01.2017 13:15	Mod QAGAME	2.78	0
870	Lua scripts for the Legacy mod	Feature		New	Low	chat-alert when including player name	keMoN		13.01.2017 12:50		ALL	0
869	ET: Legacy Development	Feature		New	Low	Functional parachute spawn	keMoN		01.12.2016 16:44	Mod generic	2.78	0
829	ET: Legacy Development	Feature		New	Normal	Possibility to query client cvars through Lua	Dragonji		30.08.2016 13:16	Mod QAGAME	2.78	0
414	ET: Legacy Development	Feature		New	Normal	Add server /uptime cmd	IR4T4		20.01.2016 19:17	Server	2.78	50
909	ET: Legacy Development	Feature		New	Normal	Rework engine tmp ban system	IR4T4		20.12.2015 18:17	Server	2.78	0
894	ET: Legacy Development	Feature		New	Low	Add new awards	Spyhawk		10.12.2015 08:59	Mod generic	2.78	0
847	ET: Legacy Development	Feature		New	Normal	SRV records support	XelA		21.10.2015 20:46	Server	ALL	0
871	ET: Legacy Development	Feature		New	Low	(Team-) Deathmatch gametype	keMoN		23.08.2015 12:09	Mod generic	2.78	0
859	ET: Legacy Development	Feature		New	Normal	Implement translation/unicode support for non legacy mods	IR4T4		16.08.2015 07:20	Client	2.78	0
173	ET: Legacy Development	Feature		New	Normal	CamTrace3D Support	acqu		08.08.2015 21:08	Client	ALL	0
36	ET: Legacy Development	Feature		In Progress	Normal	Guid Masterserver	Sol		08.08.2015 20:49	General	ALL	80
15	ET: Legacy Development	Feature		New	Low	Make va() buffer size safe	IR4T4		08.08.2015 20:46	General	ALL	0
119	ET: Legacy Development	Feature		New	Low	In-game VoIP support	RaFaL		08.08.2015 20:45	General	ALL	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
835	ET: Legacy Development	Feature		New	Low	allow Mac OS compiling with jpeg-turbo	Spyhawk		29.03.2015 12:22	Client	ALL	0
305	ET: Legacy Development	Feature		New	Normal	ETPro-like server & match config system	Jacker		01.03.2015 00:12	Mod QAGAME	2.78	20
437	ET: Legacy Development	Feature		New	Normal	When next map starts console would start from the bottom again	Saukko		16.01.2015 17:21	Client	2.78	0
778	ET: Legacy Development	Feature		New	Normal	Merge translation templates	Radegast		12.01.2015 11:21	Mod UI	2.78	0
372	ET: Legacy Development	Feature		In Progress	Normal	Let the server show supported client OS	IR4T4		21.12.2014 13:40	Mod generic	2.78	50
692	ET: Legacy Development	Feature		New	Low	Add autocompletion for player names.	Ododo		04.12.2014 23:48	Client	2.78	0
645	ET: Legacy Development	Feature		New	Normal	Possibility to throw airstrike canister underwater	Saukko		20.11.2014 16:33	Mod CGAME	2.78	0
292	ET: Legacy Development	Feature		New	Normal	Location Data commands from ETpro* - dd locations editor	Harlekin		04.11.2014 07:55	Mod generic	2.78	0
491	EasyGen	Feature		New	Normal	Advanced usability	keMoN		08.06.2014 20:51		1.4.5	0
543	WolfRadiant	Feature		New	Normal	Replace GTK with Qt	Radegast		24.05.2014 16:10		0.01	0
524	ET: Legacy Development	Feature		New	Normal	new trigger function for setting dynamite/satchel radius	keMoN		24.02.2014 12:05	Mod generic	2.78	0
495	ET: Legacy Development	Feature		New	Normal	show delta time in debriefing in stopwatch mode	Spyhawk		15.02.2014 23:08	Mod CGAME	2.78	0
363	ET: Legacy Development	Feature		New	Normal	Add a window to UI to deal with IRC	IR4T4		31.12.2013 14:28	Client	2.78	0
304	Lua scripts for the Legacy mod	Feature		New	Normal	Implement g_teamDamageRestriction	IR4T4		05.09.2013 23:29		ALL	0
306	ET: Legacy Development	Feature		New	Normal	Etpro* like antilag	Jacker		17.05.2013 10:04	Mod CGAME	2.78	0
1348	ET: Legacy Development	Task		New	Normal	Set default com_hunkmegs to 256 on Render2 release	thunder		18.09.2019 20:22	Renderer	2.77	0
701	ET: Legacy Development	Task		New	Normal	Fix referee window and function issues	Saukko		02.09.2019 06:32	Mod UI	2.78	0
1332	ET: Legacy Development	Task		New	Low	Replace all original logos	Spyhawk		14.07.2019 19:01	Mod generic	2.78	0
1307	ET: Legacy Development	Task		New	Normal	Pre-cache additional common sounds	keMoN		29.05.2019 09:11	Client	2.78	0
1306	ET: Legacy Development	Task		New	Normal	Import ETe features and bug fixes	Spyhawk		28.05.2019 17:24	General	2.78	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1192	ET: Legacy Development	Task		New	High	Release 2.77 "Capture the city!"	IR4T4		09.05.2019 12:30	General	2.77	20
1240	ET: Legacy Development	Task		New	Low	Replace debug CVARs with Lua	keMoN		06.05.2019 16:54	Mod CGAME	2.78	0
1250	ET: Legacy Development	Task		New	Normal	Reorganize demo related CVARs	keMoN		04.05.2019 10:28	Mod generic	2.78	0
1225	ET: Legacy Development	Task		New	Normal	Add cgame/qgame version check	Spyhawk		30.04.2019 19:30	Mod generic	2.78	0
1239	ET: Legacy Development	Task		New	Low	Reorganize /cg_drawCrosshair CVARs	keMoN		03.04.2019 14:29	Mod CGAME	2.78	0
1235	ET: Legacy Development	Task		New	Low	Bundle all /cg_bob* cvars in one	keMoN		31.03.2019 16:14	Mod CGAME	2.78	0
1234	ET: Legacy Development	Task		New	Low	/cg_autoSwitch has deprecated "bitflags" in the code	keMoN		29.03.2019 22:38	Mod CGAME	2.78	0
975	ET: Legacy Development	Task		Feedback	Normal	Add WolfAdmin to installers	IR4T4		14.02.2019 11:43	General	2.78	80
1191	ET: Legacy Development	Task		New	Low	Prevent windows installer to overwrite old installation	Spyhawk		14.02.2019 11:41	General	2.78	0
1204	ET: Legacy Development	Task		New	Normal	Remove follow1 and follow2	Timothy		14.02.2019 11:37	Mod QAGAME	2.78	0
1121	ET: Legacy Development	Task		In Progress	Normal	[UI Strings] Minor typo in Language Selection options	N3rwitZ		14.02.2019 11:22	Mod UI	2.78	80
797	ET: Legacy Development	Task		New	Normal	Add in-game description for commands and CVARs	Saukko		14.02.2019 11:21	General	2.78	50
1164	ET: Legacy Development	Task	Feature #1161: Proposal: implement server pak isolation	New	Normal	Create the initial whitelist	IR4T4		25.01.2019 15:07	General	2.77	60
907	ET: Legacy Development	Task	Task #1178: Improve translation consistency	New	Normal	Rework translation code (obituary messages and CG_PickupItemText)	IR4T4		20.01.2019 18:50	Mod CGAME	2.78	0
1067	ET Legacy Assets	Task		New	Normal	Missing normal and specular surface images on oasis and other maps	IR4T4		29.06.2018 06:51			50
1075	ET: Legacy Development	Task		New	Normal	class/spawn binds in controls -> advanced menu	keMoN		24.02.2018 19:03	Mod UI	2.78	0
1070	ET: Legacy Development	Task		New	Low	Clean console output format	Spyhawk		08.02.2018 16:45	General	2.78	0



#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
218	ET: Legacy Development	Task		New	Normal	Replace assets with our own	Jacker		09.12.2017 22:00	General	ALL	54
1059	ET: Legacy Development	Task		New	Low	Immediately grant skill-level buffs upon unlocking	keMoN		05.10.2017 01:13	Mod generic	2.78	0
1028	ET: Legacy Development	Task		New	Low	Clean out renderer code	thunder		17.04.2017 12:55	General	renderer2	0
457	ET: Legacy Development	Task		New	Normal	Implement all the death animations	Jacker		04.09.2016 12:55	Mod CGAME	2.78	20
609	Lua scripts for the Legacy mod	Task		New	Normal	Test all Lua scripts with Lua 5.3 before next release	IR4T4		03.09.2016 18:59	Lua scripts	ALL	10
913	ET: Legacy Development	Task		New	Low	Add menu(s) for controlling sv demos playback	Dragonji		31.12.2015 02:32	Mod UI	2.78	0
46	ET: Legacy Development	Task		New	Normal	Nightly builds	Radegast		24.12.2015 16:43	General	ALL	10
901	ET: Legacy Development	Task		In Progress	Low	Providing Debian packages for ET: Legacy	apo		07.12.2015 00:07	General	ALL	100
48	ET: Legacy Development	Task		New	Normal	Refactor SVC_BucketForAddress	IR4T4		08.08.2015 20:48	Server	2.78	0
43	ET: Legacy Development	Task		In Progress	Normal	Test the code with valgrind/enable memory debug macros - find memory leaks	IR4T4		08.08.2015 20:47	General	2.78	30
850	ET: Legacy Development	Task		New	Low	Merge duplicate functions of renderers	IR4T4		29.07.2015 17:03	Client	renderer2	0
779	ET: Legacy Development	Task		New	Normal	Automate Coverity scan	Spyhawk		12.01.2015 23:21	General	ALL	0
381	ET: Legacy Development	Task		New	Normal	Create an additional mod bin pk3 for 'non vanilla' operating systems	IR4T4		21.12.2014 22:14	General	2.78	0
727	ET: Legacy Development	Task		New	Normal	Update update-installer cmake script for cross-compilation	Spyhawk		15.12.2014 19:20	General	ALL	0
485	EasyGen	Task		New	Low	Rename "EasyGen" to "ET: Legacy EasyGen"	IR4T4		22.01.2014 20:09		1.4.5	0
486	EasyGen	Task		New	Normal	Run static analyser and fix issues	IR4T4		15.01.2014 23:14		1.4.5	0
484	EasyGen	Task		New	Normal	Port to QT	Jacker		15.01.2014 11:27		1.5.0	0
300	ET: Legacy Development	Task		New	Low	Tweak default client config	Dragonji		12.07.2013 04:14	Client	2.78	0
1288	ET: Legacy Development	Bug		Feedback	Urgent	Weapon disappear after being revived	Spyhawk	Aranud	04.09.2019 16:48	Mod generic	2.77	90
1147	ET: Legacy Development	Feature		New	Normal	Add weapon toss sound (bouncing)	IR4T4	Aranud	04.10.2019 09:35	Mod generic	2.78	50

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
512	ET: Legacy Development	Feature		New	Normal	Clips are not restored when dropping & picking up weapon again	IR4T4	Aranud	14.02.2019 11:35	Mod generic	2.78	0
1062	ET: Legacy Development	Feature		New	Low	First Aid and Battle Sense skill lvl 1	keMoN	Aranud	20.04.2018 16:54	Mod generic	2.78	0
812	ET: Legacy Development	Feature		Feedback	Normal	Move q3fill fix server side	IR4T4	Aranud	25.01.2018 00:23	Server	2.78	90
55	ET: Legacy Development	Task		New	Low	Improve source code documentation	Radegast	Aranud	29.03.2017 16:22	General	ALL	50
375	ET: Legacy Development	Feature		New	Normal	Backport AltiVec optimizations from ioquake3	BSzili	BSzili	24.01.2014 18:50	Client	2.78	60
729	ET: Legacy Development	Bug		In Progress	Low	Bad filter address: localhost when Max Lives enabled	Saukko	IR4T4	27.05.2019 07:59	Mod QAGAME	2.78	90
431	ET: Legacy Development	Bug		In Progress	Normal	Fix level.num_entities	IR4T4	IR4T4	19.01.2019 16:07	Mod CGAME	2.78	50
1025	ET: Legacy Development	Bug		Feedback	Normal	Security files check	Spyhawk	IR4T4	06.01.2019 09:20	Client	2.77	90
464	ET: Legacy Development	Bug		In Progress	High	Fix setting CVARs by the server	IR4T4	IR4T4	08.04.2014 17:03	Server	2.78	0
247	ET: Legacy Development	Bug		New	Normal	Fix converting floating-point values to int	IR4T4	IR4T4	26.03.2013 23:58	General	ALL	0
361	ET: Legacy Development	Feature		New	Normal	Add damage-flag for func_explosives, script_movers, etc	keMoN	IR4T4	04.10.2016 20:03	Mod generic	2.78	30
1166	ET: Legacy Development	Task	Feature #1161: Proposal: implement server pak isolation	New	Normal	Implement whitelist download and dialogs	IR4T4	IR4T4	13.11.2019 14:19	Client	2.77	30
382	ET: Legacy Development	Feature		New	Normal	renderer2: Loading screen	Jacker	Jacker	14.08.2018 11:28	Client	renderer2	0
965	ModelTool	Feature		New	Normal	export as .mds	Jacker	Jacker	09.11.2016 13:08			0
963	ModelTool	Feature		New	Normal	Full FBX support	Jacker	Jacker	09.11.2016 13:04			0
141	ET: Legacy Development	Feature		New	Low	Create ET:L intro movie	Radegast	Jacker	08.08.2015 20:43	Client	ALL	0
348	ET: Legacy Development	Feature		New	High	Authentication system	Jacker	Jacker	17.02.2015 15:24	General	2.78	0
488	EasyGen	Feature		New	Normal	FATE usability	Mateos	Jacker	08.06.2014 20:52		1.4.5	0
366	ET: Legacy Development	Feature		New	Normal	Scriptable fx and particle systems	Jacker	Jacker	14.10.2013 13:59	Mod CGAME	2.78	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
764	ET: Legacy Development	Task		New	Normal	Rework the vote system	Jacker	Jacker	25.08.2016 11:24	Mod generic	2.78	0
483	EasyGen	Task		New	Normal	Drop MFC	Jacker	Jacker	15.01.2014 11:27		1.4.5	0
1158	ET: Legacy Development	Bug		New	Normal	Frostbite CP incorrectly shown as 'built' on map	Timothy	keMoN	07.03.2019 12:40	Mod pak3.pk3	N/A	0
1195	ET: Legacy Development	Bug		New	Normal	ETL:bergen vehicle disappears	RedDwarf	keMoN	31.01.2019 09:25	Mod pak3.pk3	renderer2	0
1187	ET: Legacy Development	Bug		New	Normal	Add missing hints	Timothy	keMoN	23.01.2019 18:27	Mod pak3.pk3	2.78	0
817	ET: Legacy Development	Bug	Task #218: Replace assets with our own	New	Low	Airstrike and artillery support possible in impossible location	Spyhawk	keMoN	08.10.2017 18:26	General	2.78	0
1038	ET: Legacy Development	Bug		New	Normal	Fueldump buildings	jakbu	keMoN	08.10.2017 15:53	General	ALL	0
1274	ET: Legacy Development	Feature		New	Normal	Add more visual voice icons	Spyhawk	keMoN	04.05.2019 10:18	Mod CGAME	2.78	0
497	ET: Legacy Development	Feature		New	Low	Replace goatsound	Spyhawk	keMoN	10.01.2019 12:39	Mod CGAME	2.78	20
496	ET: Legacy Development	Feature		New	Low	Replace quake3 style announcer	Spyhawk	keMoN	02.07.2017 14:02	Mod CGAME	2.78	0
992	ET: Legacy Development	Task	Task #218: Replace assets with our own	New	Normal	add missing textures for existing shaders	keMoN	keMoN	29.10.2018 20:44	General	ALL	20
489	EasyGen	Feature		New	Low	Integrate & Update WolfET Shader templates	Mateos	Mateos	08.06.2014 20:52		1.4.5	0
969	ET: Legacy Development	Bug		New	Normal	func_rotating trigger landmines	keMoN	RaFaL	10.04.2017 18:02	Mod generic	2.78	0
1361	ET: Legacy Development	Task		New	Normal	Port of ET Legacy to Android compatible Devices	RaFaL	RaFaL	16.11.2019 00:40	Client		70
1100	ET: Legacy Development	Task		New	Normal	Fix opengles to work with Android devices	RaFaL	RaFaL	17.01.2019 14:24	General	ALL	0
1325	ET: Legacy Development	Feature		New	Normal	Make complaint popup less intrusive	ryven	ryven	13.07.2019 13:49	Mod CGAME	2.77	0
1198	ET: Legacy Development	Feature		New	Normal	Add b_banners CVAR from etpro	Bystry	ryven	14.02.2019 18:27	Mod generic	2.77	0

#	Project	Tracker	Parent task	Status	Priority	Subject	Author	Assignee	Updated	Category	Target version	% Done
1165	ET: Legacy Development	Task	Feature #1161: Proposal: implement server pak isolation	In Progress	Normal	Extend the vfs for separating downloads	IR4T4	ryven	21.04.2019 16:38	Client	2.77	90
732	ET: Legacy Development	Bug		New	Normal	Referee can't put players in spec team in maxlives mode once lives are out	Saukko	Saukko	26.06.2019 09:11	Mod generic	2.78	10
471	ET: Legacy Development	Feature		In Progress	Low	Can't switch the player you spectate when the current player is in reinforcement queue	Saukko	Saukko	02.05.2019 17:39	Mod generic	2.78	20
1299	ET: Legacy Development	Feature		New	Normal	Improve shuffle by SR algorithm	Spyhawk	Spyhawk	16.06.2019 15:52	Mod QAGAME	2.77	0
1139	ET: Legacy Development	Feature	Feature #403: Add bayesian skill rating	New	Normal	Add promotion announcement with Skill Rating	Spyhawk	Spyhawk	31.03.2019 16:39	Mod CGAME	2.78	0
983	ET: Legacy Development	Feature		New	Normal	Spotting disguised enemies with binocs	keMoN	Spyhawk	02.07.2017 11:46	Mod generic	2.78	0
1290	ET: Legacy Development	Task		In Progress	Normal	Replace current weapon icons for cg_simpleItems	keMoN	Spyhawk	18.09.2019 21:56	Mod CGAME	2.77	80
482	ET: Legacy Development	Feature		New	Low	Build 32/64 bit universal binaries on OS X	swillits	swillits	12.01.2014 22:46	Client	ALL	0
322	ET: Legacy Development	Feature		New	Normal	renderer 2: Soft Particles	Jacker	TheDushan	09.04.2018 12:05	Client	renderer2	0
1030	ET: Legacy Development	Task		New	Normal	Inspect GTKRadiant to work with ETL	thunder	thunder	15.09.2019 20:51		2.78	0
867	ET: Legacy Development	Task	Task #218: Replace assets with our own	New	Normal	include custom textures with new shaders / create new ETL pk3	keMoN	thunder	24.11.2017 09:53	General	renderer2	50
1178	ET: Legacy Development	Task		New	Normal	Improve translation consistency	Timothy	Timothy	14.02.2019 11:38	General	2.78	0