

Issues

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|-------------|--------|----------|---|----------|----------|------------------|--------------|----------------|--------|
| 1069 | ET: Legacy Development | Bug | | New | Normal | Brightness changing multiple times while loading map | yks | | 18.04.2018 11:11 | General | 2.78 | 0 |
| 873 | ET: Legacy Development | Bug | | New | Normal | Client app hang | yfcz | | 29.08.2016 18:36 | Client | 2.78 | 0 |
| 847 | ET: Legacy Development | Feature | | New | Normal | SRV records support | XelA | | 21.10.2015 20:46 | Server | ALL | 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 |
| 1187 | ET: Legacy Development | Bug | | New | Normal | Add missing hints | Timothy | keMoN | 23.01.2019 18:27 | Mod pak3.pk3 | 2.78 | 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 |
| 1205 | ET: Legacy Development | Feature | | New | Normal | Link screenshot command to JPEG | Timothy | | 14.02.2019 11:37 | Mod CGAME | 2.78 | 0 |
| 1178 | ET: Legacy Development | Task | | New | Normal | Improve translation consistency | Timothy | Timothy | 14.02.2019 11:38 | 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 |
| 1190 | ET: Legacy Development | Bug | | New | Normal | segmentation fault on start | tiffie | | 13.08.2019 21:16 | General | 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 |
| 1083 | ET: Legacy Development | Feature | | New | Low | renderer2: get in real map values from bsp | thunder | | 14.08.2018 11:26 | | renderer2 | 0 |
| 1028 | ET: Legacy Development | Task | | New | Low | Clean out renderer code | thunder | | 17.04.2017 12:55 | General | 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 |
| 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 |
| 1005 | ModelTool | Feature | | New | Normal | Blender file import | thunder | | 18.02.2017 17:30 | | | 0 |
| 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 |
| 285 | ET: Legacy Development | Bug | | New | Normal | Make sv_fps independent from the code | Spyhawk | | 22.12.2014 02:05 | Server | ALL | 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 |

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|------|------------------------|---------|--|--------|----------|---|---------|----------|------------------|--------------|----------------|--------|
| 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 |
| 691 | ET: Legacy Development | Bug | | New | Low | Servers filters not accurate | Spyhawk | | 03.12.2014 22:33 | Mod UI | 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 |
| 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 |
| 831 | ET: Legacy Development | Bug | | New | Normal | buggy client unicode translation support | Spyhawk | | 09.04.2015 11:09 | Client | 2.78 | 0 |
| 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 |
| 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 |
| 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 |
| 944 | ET: Legacy Development | Bug | | New | Normal | Fix ladder movement | Spyhawk | | 11.08.2018 12:11 | Mod generic | 2.78 | 0 |
| 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 |
| 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 |
| 1135 | ET: Legacy Development | Bug | | New | High | CL_ParseServerMessage crash | Spyhawk | | 08.07.2019 12:33 | Client | 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 |
| 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 |
| 496 | ET: Legacy Development | Feature | | New | Low | Replace quake3 style announcer | Spyhawk | keMoN | 02.07.2017 14:02 | 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 |
| 830 | ET: Legacy Development | Feature | | New | Low | Console improvements | Spyhawk | | 17.05.2019 11:06 | Client | 2.78 | 0 |
| 835 | ET: Legacy Development | Feature | | New | Low | allow Mac OS compiling with jpeg-turbo | Spyhawk | | 29.03.2015 12:22 | Client | ALL | 0 |

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|------|------------------------|---------|--|--------|----------|---|---------|----------|------------------|-------------|----------------|--------|
| 838 | ET: Legacy Development | Feature | | New | Normal | Add dynamite counter for spectators/shoutcaster | Spyhawk | | 02.07.2017 11:55 | 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 |
| 894 | ET: Legacy Development | Feature | | New | Low | Add new awards | Spyhawk | | 10.12.2015 08:59 | Mod generic | 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 |
| 1000 | ET: Legacy Development | Feature | | New | Normal | Modernize HUD | Spyhawk | | 22.02.2018 13:59 | Mod CGAME | 2.78 | 50 |
| 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 |
| 1021 | ET: Legacy Development | Feature | | New | Normal | Add real time player behavior analysis | Spyhawk | | 13.03.2017 00:53 | General | 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 |
| 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 |
| 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 |
| 1155 | ET: Legacy Development | Feature | | New | Normal | Add Prestige to encourage XP reset | Spyhawk | | 10.11.2019 18:13 | Mod generic | 2.77 | 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 |
| 779 | ET: Legacy Development | Task | | New | Normal | Automate Coverity scan | Spyhawk | | 12.01.2015 23:21 | General | ALL | 0 |
| 1070 | ET: Legacy Development | Task | | New | Low | Clean console output format | Spyhawk | | 08.02.2018 16:45 | General | 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 |
| 1185 | ET: Legacy Development | Bug | | New | Normal | Adjust total server number in browser. | Spyhawk | | 14.02.2019 11:34 | Mod UI | 2.78 | 0 |
| 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 |

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|------|------------------------|---------|-------------|--------|----------|---|---------|----------|------------------|-------------|----------------|--------|
| 1222 | ET: Legacy Development | Bug | | New | Low | Pins not displayed | Spyhawk | | 02.05.2019 18:18 | Mod CGAME | 2.78 | 0 |
| 1241 | ET: Legacy Development | Bug | | New | Normal | Rename &g_log internal variable. | Spyhawk | | 02.05.2019 19:31 | General | 2.78 | 0 |
| 1243 | ET: Legacy Development | Bug | | New | Urgent | Server crash related to filesystem access | Spyhawk | | 27.10.2019 12:44 | Server | 2.77 | 0 |
| 1245 | ET: Legacy Development | Bug | | New | Urgent | Bad command byte for client warning | Spyhawk | | 08.07.2019 12:32 | Server | 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 |
| 1276 | ET: Legacy Development | Bug | | New | High | Referee commands buggy | Spyhawk | | 14.06.2019 10:15 | Mod generic | 2.77 | 0 |
| 1310 | ET: Legacy Development | Bug | | New | Normal | Successful vote cancelled when warmup ends | Spyhawk | | 22.06.2019 00:10 | Mod generic | 2.77 | 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 |
| 1173 | ET: Legacy Development | Feature | | New | Normal | Make effects display options consistent | Spyhawk | | 02.05.2019 17:18 | Mod CGAME | 2.78 | 0 |
| 1230 | ET: Legacy Development | Feature | | New | Normal | Add dynamic server blacklist | Spyhawk | | 02.04.2019 17:18 | Client | 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 |
| 1242 | ET: Legacy Development | Feature | | New | Low | Add dynamite counter indicator | Spyhawk | | 13.11.2019 14:29 | Mod generic | 2.77 | 0 |
| 1252 | ET: Legacy Development | Feature | | New | Normal | Add dynamic campaign mode | Spyhawk | | 19.04.2019 10:14 | Mod generic | 2.78 | 0 |
| 1253 | ET: Legacy Development | Feature | | New | Low | Add semi-randomized player faces | Spyhawk | | 23.06.2019 12:40 | Mod generic | 2.78 | 0 |
| 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 |
| 1274 | ET: Legacy Development | Feature | | New | Normal | Add more visual voice icons | Spyhawk | keMoN | 04.05.2019 10:18 | Mod CGAME | 2.78 | 0 |
| 1299 | ET: Legacy Development | Feature | | New | Normal | Improve shuffle by SR algorithm | Spyhawk | Spyhawk | 16.06.2019 15:52 | Mod QAGAME | 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 |
| 1303 | ET: Legacy Development | Feature | | New | Low | Add separate objective messages popup area | Spyhawk | | 23.06.2019 12:40 | Mod CGAME | 2.78 | 0 |

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|------|------------------------|---------|-------------|--------|----------|--|---------|----------|------------------|-------------|----------------|--------|
| 1342 | ET: Legacy Development | Feature | | New | Normal | Add server flag on scoreboard | Spyhawk | | 27.08.2019 12:40 | Mod CGAME | 2.77 | 0 |
| 1346 | ET: Legacy Development | Feature | | New | Normal | Add GUID collision check | Spyhawk | | 08.09.2019 09:27 | Server | 2.77 | 0 |
| 1191 | ET: Legacy Development | Task | | New | Low | Prevent windows installer to overwrite old installation | Spyhawk | | 14.02.2019 11:41 | General | 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 |
| 1306 | ET: Legacy Development | Task | | New | Normal | Import ETe features and bug fixes | Spyhawk | | 28.05.2019 17:24 | General | 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 |
| 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 |
| 450 | ET: Legacy Development | Bug | | New | Low | unknown cmd userinfo | Saukko | | 25.08.2015 16:33 | Client | 2.78 | 50 |
| 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 |
| 518 | ET: Legacy Development | Bug | | New | Low | Shooting dead body makes sparks | Saukko | | 04.09.2016 12:15 | Mod CGAME | 2.78 | 80 |
| 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 |
| 561 | ET: Legacy Development | Bug | | New | Low | Objective's position bug | Saukko | | 18.08.2014 14:07 | | 2.78 | 0 |
| 566 | ET: Legacy Development | Bug | | New | Low | Player's animation loops while frozen | Saukko | | 17.08.2014 08:34 | Mod CGAME | 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 |
| 639 | ET: Legacy Development | Bug | | New | Low | Colour name issues | Saukko | | 21.11.2014 11:55 | Mod UI | 2.78 | 60 |
| 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 |
| 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 |
| 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 |
| 672 | ET: Legacy Development | Bug | | New | Normal | Issues with a name having ' ^ ' after it | Saukko | | 28.11.2014 15:10 | General | 2.78 | 0 |

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|-----|------------------------|---------|-------------|--------|----------|--|--------|----------|------------------|-------------|----------------|--------|
| 696 | ET: Legacy Development | Bug | | New | Normal | Demo playback issues | Saukko | | 07.03.2017 16:11 | Client | 2.78 | 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 |
| 714 | ET: Legacy Development | Bug | | New | Normal | Fix flamethrower | Saukko | | 25.01.2015 17:22 | Mod generic | 2.78 | 20 |
| 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 |
| 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 |
| 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 |
| 734 | ET: Legacy Development | Bug | | New | Normal | Max Lives feature bugs | Saukko | | 09.08.2016 17:42 | Mod generic | 2.78 | 0 |
| 738 | ET: Legacy Development | Bug | | New | Low | Healthbar bug | Saukko | | 29.08.2016 18:18 | Mod generic | 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 |
| 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 |
| 760 | ET: Legacy Development | Bug | | New | Low | Pause issues | Saukko | | 04.09.2016 12:18 | Mod CGAME | 2.78 | 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 |
| 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 |
| 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 |
| 644 | ET: Legacy Development | Feature | | New | Normal | Calling an artillery through glass | Saukko | | 01.07.2017 14:03 | Mod CGAME | ALL | 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 |
| 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 |
| 701 | ET: Legacy Development | Task | | New | Normal | Fix referee window and function issues | Saukko | | 02.09.2019 06:32 | Mod UI | 2.78 | 0 |

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|------|------------------------|---------|-------------|--------|----------|---|----------|----------|------------------|--------------|----------------|--------|
| 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 |
| 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 |
| 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 |
| 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 |
| 313 | ET: Legacy Development | Bug | | New | Normal | Mousetrate/FPS dependant turnspread | S3ti | | 12.07.2013 04:14 | | 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 |
| 1116 | ET: Legacy Development | Bug | | New | Low | Make showtris to affect only 3d context | ryven | | 14.02.2019 11:22 | Renderer | 2.78 | 0 |
| 1296 | ET: Legacy Development | Bug | | New | Normal | Tank bug | ryven | | 19.05.2019 21:33 | Mod QAGAME | 2.78 | 0 |
| 1328 | ET: Legacy Development | Bug | | New | Normal | Artilery setting within the room | ryven | | 13.11.2019 13:54 | Mod QAGAME | 2.78 | 0 |
| 1340 | ET: Legacy Development | Bug | | New | Low | Low smoke performance | ryven | | 27.10.2019 12:49 | Renderer | ALL | 0 |
| 1363 | ET: Legacy Development | Bug | | New | Normal | Players get stuck quite often | ryven | | 17.11.2019 19:36 | | | 0 |
| 1364 | ET: Legacy Development | Bug | | New | Normal | After team swap or team move secondary weapon selection is lost | ryven | | 22.11.2019 18:01 | Mod generic | 2.77 | 0 |
| 1161 | ET: Legacy Development | Feature | | New | Normal | Proposal: implement server pak isolation | ryven | | 27.01.2019 09:06 | Client | 2.77 | 60 |
| 1244 | ET: Legacy Development | Feature | | New | Normal | add missing settings preset configs | ryven | | 06.04.2019 15:37 | Mod pak3.pk3 | 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 |
| 1277 | ET: Legacy Development | Feature | | New | Normal | Add flag to mark internal cvars | ryven | | 05.05.2019 13:56 | General | 2.78 | 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 |
| 1195 | ET: Legacy Development | Bug | | New | Normal | ETL:bergen vehicle disappears | RedDwarf | keMoN | 31.01.2019 09:25 | Mod pak3.pk3 | renderer2 | 0 |

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|------|------------------------|---------|-------------|--------|----------|---|-----------|----------|------------------|------------|----------------------------|--------|
| 119 | ET: Legacy Development | Feature | | New | Low | In-game VoIP support | RaFaL | | 08.08.2015 20:45 | General | ALL | 0 |
| 1100 | ET: Legacy Development | Task | | New | Normal | Fix opengles to work with Android devices | RaFaL | RaFaL | 17.01.2019 14:24 | General | ALL | 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 |
| 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 |
| 612 | ET: Legacy Development | Bug | | New | Normal | Fix OpenGL ES renderer | Radegast | | 01.02.2018 13:20 | Client | ALL | 30 |
| 141 | ET: Legacy Development | Feature | | New | Low | Create ET:L intro movie | Radegast | Jacker | 08.08.2015 20:43 | Client | ALL | 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 |
| 778 | ET: Legacy Development | Feature | | New | Normal | Merge translation templates | Radegast | | 12.01.2015 11:21 | Mod UI | 2.78 | 0 |
| 46 | ET: Legacy Development | Task | | New | Normal | Nightly builds | Radegast | | 24.12.2015 16:43 | General | ALL | 10 |
| 55 | ET: Legacy Development | Task | | New | Low | Improve source code documentation | Radegast | Aranud | 29.03.2017 16:22 | General | ALL | 50 |
| 542 | WolfRadiant | Bug | | New | Normal | Replace scones with CMake | Radegast | | 24.05.2014 16:08 | | 0.01 | 0 |
| 543 | WolfRadiant | Feature | | New | Normal | Replace GTK with Qt | Radegast | | 24.05.2014 16:10 | | 0.01 | 0 |
| 1270 | ET: Legacy Development | Bug | | New | Normal | ET Legacy crashes everytime its minimised | Patronza | | 02.05.2019 04:34 | Client | 2.78 | 0 |
| 1357 | ET: Legacy Development | Feature | | New | Normal | Create an 'official', Automated Build image on Docker Hub | pataquets | | 31.10.2019 20:35 | | | 0 |
| 692 | ET: Legacy Development | Feature | | New | Low | Add autocompletion for player names. | Ododo | | 04.12.2014 23:48 | Client | 2.78 | 0 |
| 1035 | ET: Legacy Development | Bug | | New | Normal | When compiling error in libs\curl\libcurl.lib | Odal | | 12.06.2019 16:58 | General | ALL | 0 |
| 248 | ET: Legacy Development | Bug | | New | Normal | Flame shader bug | Niek | | 16.05.2013 11:14 | Server | 2.78 | 0 |
| 1341 | ET: Legacy Development | Bug | | New | Normal | SIGBUS clang | namtsui | | 03.09.2019 19:57 | General | 2.77 | 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 |

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| 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 |
| 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 |
| 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 |
| 1113 | ET: Legacy Development | Feature | | New | Low | Legacy UI: Able to scroll Credits | N3rwitZ | | 14.02.2019 11:36 | Mod UI | 2.78 | 0 |
| 488 | EasyGen | Feature | | New | Normal | FATE usability | Mateos | Jacker | 08.06.2014 20:52 | | 1.4.5 | 0 |
| 489 | EasyGen | Feature | | New | Low | Integrate & Update WolfET Shader templates | Mateos | Mateos | 08.06.2014 20:52 | | 1.4.5 | 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 |
| 266 | ET: Legacy Development | Bug | | New | Low | fs_game does not recognize profile | lottin | | 20.03.2017 16:18 | Client | 2.78 | 70 |
| 1236 | ET: Legacy Development | Bug | | New | Normal | Check for malformed IP breaks IPv6 | lefo | | 31.03.2019 13:09 | Mod generic | 2.78 | 0 |
| 788 | ET: Legacy Development | Bug | | New | Normal | ET:L starts windowed | Lammert | | 20.01.2015 20:55 | Client | 2.78 | 0 |
| 1009 | ET: Legacy Development | Feature | | New | Normal | Zoomed sniper sensitivity | kimi | | 22.02.2017 10:18 | Mod CGAME | 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 |
| 1286 | ET: Legacy Development | Bug | | New | High | entities appearing at wrong positions | kimi | | 12.05.2019 18:46 | Mod generic | 2.77 | 0 |
| 491 | EasyGen | Feature | | New | Normal | Advanced usability | keMoN | | 08.06.2014 20:51 | | 1.4.5 | 0 |
| 515 | ET: Legacy Development | Bug | | New | Normal | Player shadow z-fighting with decals | keMoN | | 09.10.2017 13:18 | | 2.78 | 0 |
| 836 | ET: Legacy Development | Bug | | New | Normal | misplaced sounds on explosive debris | keMoN | | 29.06.2017 20:19 | Mod generic | 2.78 | 0 |
| 872 | ET: Legacy Development | Bug | | New | Normal | enable_breath effect works only on surfaceparm | keMoN | | 18.12.2016 10:52 | | ALL | 0 |
| 969 | ET: Legacy Development | Bug | | New | Normal | func_rotating trigger landmines | keMoN | RaFaL | 10.04.2017 18:02 | 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 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|--|--------|----------|--|--------|----------|------------------|-------------|----------------------------|--------|
| 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 |
| 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 |
| 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 |
| 598 | ET: Legacy Development | Feature | | New | Normal | multiple capturable objects | keMoN | | 09.10.2017 13:51 | Mod generic | Behind 2.60b / protocol 84 | 0 |
| 869 | ET: Legacy Development | Feature | | New | Low | Functional parachute spawn | keMoN | | 01.12.2016 16:44 | Mod generic | 2.78 | 0 |
| 871 | ET: Legacy Development | Feature | | New | Low | (Team-) Deathmatch gametype | keMoN | | 23.08.2015 12:09 | 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 |
| 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 |
| 983 | ET: Legacy Development | Feature | | New | Normal | Spotting disguised enemies with binocs | keMoN | Spyhawk | 02.07.2017 11:46 | Mod generic | 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 |
| 1057 | ET: Legacy Development | Feature | | New | Normal | Improve the !pause functionality | keMoN | | 28.08.2017 14:32 | 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 |
| 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 |
| 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 |
| 1125 | ET: Legacy Development | Feature | | New | Low | give players a slight glow | keMoN | | 06.01.2019 00:32 | Mod CGAME | 2.78 | 0 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|--------------------------------|---------|--|--------|----------|---|--------|----------|------------------|-------------|----------------|--------|
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 1267 | ET: Legacy Development | Bug | | New | Low | Lower resolutions are not centered on screen | keMoN | | 19.05.2019 15:03 | Client | 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 |
| 1359 | ET: Legacy Development | Bug | | New | Normal | cg_thirdperson on MG | keMoN | | 12.11.2019 22:45 | Mod generic | 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 |
| 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 |
| 1239 | ET: Legacy Development | Task | | New | Low | Reorganize /cg_drawCrosshair CVARs | keMoN | | 03.04.2019 14:29 | Mod CGAME | 2.78 | 0 |
| 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 |
| 1307 | ET: Legacy Development | Task | | New | Normal | Pre-cache additional common sounds | keMoN | | 29.05.2019 09:11 | Client | 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 |
| 1038 | ET: Legacy Development | Bug | | New | Normal | Fueldump buildings | jakbu | keMoN | 08.10.2017 15:53 | General | ALL | 0 |
| 483 | EasyGen | Task | | New | Normal | Drop MFC | Jacker | Jacker | 15.01.2014 11:27 | | 1.4.5 | 0 |
| 484 | EasyGen | Task | | New | Normal | Port to QT | Jacker | | 15.01.2014 11:27 | | 1.5.0 | 0 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|------------------------------------|--------|----------|--|--------|-----------|------------------|-------------|----------------|--------|
| 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 |
| 305 | ET: Legacy Development | Feature | | New | Normal | ETPro-like server & match config system | Jacker | | 01.03.2015 00:12 | Mod QAGAME | 2.78 | 20 |
| 306 | ET: Legacy Development | Feature | | New | Normal | ETpro* like antilag | Jacker | | 17.05.2013 10:04 | Mod CGAME | 2.78 | 0 |
| 322 | ET: Legacy Development | Feature | | New | Normal | renderer 2: Soft Particles | Jacker | TheDushan | 09.04.2018 12:05 | Client | renderer2 | 0 |
| 348 | ET: Legacy Development | Feature | | New | High | Authentication system | Jacker | Jacker | 17.02.2015 15:24 | General | 2.78 | 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 |
| 382 | ET: Legacy Development | Feature | | New | Normal | renderer2: Loading screen | Jacker | Jacker | 14.08.2018 11:28 | Client | renderer2 | 0 |
| 218 | ET: Legacy Development | Task | | New | Normal | Replace assets with our own | Jacker | | 09.12.2017 22:00 | General | ALL | 54 |
| 457 | ET: Legacy Development | Task | | New | Normal | Implement all the death animations | Jacker | | 04.09.2016 12:55 | Mod CGAME | 2.78 | 20 |
| 764 | ET: Legacy Development | Task | | New | Normal | Rework the vote system | Jacker | Jacker | 25.08.2016 11:24 | Mod generic | 2.78 | 0 |
| 963 | ModelTool | Feature | | New | Normal | Full FBX support | Jacker | Jacker | 09.11.2016 13:04 | | | 0 |
| 965 | ModelTool | Feature | | New | Normal | export as .mds | Jacker | Jacker | 09.11.2016 13:08 | | | 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 |
| 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 |
| 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 |
| 189 | ET: Legacy Development | Bug | | New | Normal | Fix/inspect erros/warnings of stock maps | IR4T4 | | 02.02.2013 12:33 | Mod CGAME | ALL | 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 |
| 223 | ET: Legacy Development | Bug | | New | Normal | Fix OpenBSD issues | IR4T4 | | 11.10.2015 10:34 | General | ALL | 0 |
| 224 | ET: Legacy Development | Bug | | New | Normal | Smoke and water | IR4T4 | | 08.10.2017 14:18 | General | ALL | 0 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|-------------|--------|----------|---|--------|----------|------------------|-------------|----------------|--------|
| 247 | ET: Legacy Development | Bug | | New | Normal | Fix converting floating-point values to int | IR4T4 | IR4T4 | 26.03.2013 23:58 | General | ALL | 0 |
| 268 | ET: Legacy Development | Bug | | New | Normal | WH prediction anomalies / bugged compass- and commandmap | IR4T4 | | 22.02.2015 12:23 | Server | ALL | 10 |
| 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 |
| 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 |
| 326 | ET: Legacy Development | Bug | | New | Normal | Fix/update/inspect the joystick code | IR4T4 | | 20.01.2015 13:38 | Client | ALL | 0 |
| 393 | ET: Legacy Development | Bug | | New | Low | Fix skin loading issues | IR4T4 | | 29.12.2013 15:17 | Client | 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 |
| 532 | ET: Legacy Development | Bug | | New | Normal | Fix SVF_SELF_PORTAL | IR4T4 | | 17.10.2015 13:15 | General | ALL | 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 |
| 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 |
| 863 | ET: Legacy Development | Bug | | New | Normal | Fix/Inspect Sniper aim | IR4T4 | | 23.11.2015 22:47 | 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 |
| 1061 | ET: Legacy Development | Bug | | New | Normal | ETL wont start with multiple screen devices | IR4T4 | | 14.02.2019 11:33 | Client | 2.78 | 0 |
| 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 |
| 1090 | ET: Legacy Development | Bug | | New | Normal | renderer2: fix hdr_rendering / r_bloom issues | IR4T4 | | 27.03.2018 21:49 | Client | renderer2 | 0 |
| 1092 | ET: Legacy Development | Bug | | New | Normal | renderer2: volumetric Fog surface transitions are buggy | IR4T4 | | 22.04.2018 10:08 | Client | renderer2 | 0 |
| 1108 | ET: Legacy Development | Bug | | New | Normal | 'Wrong' slashes creating issues | IR4T4 | | 26.11.2018 11:08 | Client | renderer2 | 0 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|-------------|--------|----------|--|--------|----------|------------------|-------------|----------------|--------|
| 1114 | ET: Legacy Development | Bug | | New | Normal | renderer2: r_depthOfField 1 shouldn't affect weapon | IR4T4 | | 09.10.2018 12:24 | 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 |
| 1123 | ET: Legacy Development | Bug | | New | Low | renderer2: thunder is bugged | IR4T4 | | 28.09.2019 14:22 | Renderer | renderer2 | 0 |
| 1127 | ET: Legacy Development | Bug | | New | Normal | Fix/adjust cubemap process | IR4T4 | | 18.12.2018 08:51 | Renderer | renderer2 | 0 |
| 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 |
| 15 | ET: Legacy Development | Feature | | New | Low | Make va() buffer size safe | IR4T4 | | 08.08.2015 20:46 | General | ALL | 0 |
| 98 | ET: Legacy Development | Feature | | New | Normal | Inspect/add prediction code... | IR4T4 | | 13.01.2017 13:15 | Mod QAGAME | 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 |
| 267 | ET: Legacy Development | Feature | | New | Normal | map specific player skins | IR4T4 | | 06.01.2019 19:18 | Mod generic | ALL | 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 |
| 414 | ET: Legacy Development | Feature | | New | Normal | Add server /uptime cmd | IR4T4 | | 20.01.2016 19:17 | Server | 2.78 | 50 |
| 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 |
| 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 |
| 686 | ET: Legacy Development | Feature | | New | Normal | Add on option to disable adrenaline | IR4T4 | | 14.02.2019 11:39 | Mod CGAME | 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 |
| 885 | ET: Legacy Development | Feature | | New | Normal | Create ET:L on/for Raspberry Pi | IR4T4 | | 06.10.2018 14:35 | General | 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 |
| 912 | ET: Legacy Development | Feature | | New | Normal | Add throwing knives | IR4T4 | | 18.02.2019 18:07 | Mod generic | 2.78 | 0 |
| 949 | ET: Legacy Development | Feature | | New | Normal | Reimplement (or drop) misc_flak? | IR4T4 | | 16.01.2017 20:15 | Mod generic | 2.78 | 0 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|---|--------|----------|---|--------|----------|------------------|-------------|----------------|--------|
| 1013 | ET: Legacy Development | Feature | | New | Low | Add r_displayRefresh to the menus | IR4T4 | | 14.02.2019 11:40 | Client | 2.78 | 0 |
| 1084 | ET: Legacy Development | Feature | | New | Normal | renderer2: Add light control | IR4T4 | | 21.12.2018 15:07 | General | renderer2 | 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 |
| 1117 | ET: Legacy Development | Feature | | New | Normal | Shrink CS_SYSTEMINFO | IR4T4 | | 16.10.2018 00:13 | Mod generic | 2.78 | 0 |
| 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 |
| 1147 | ET: Legacy Development | Feature | | New | Normal | Add weapon toss sound (bouncing) | IR4T4 | Aranud | 04.10.2019 09:35 | Mod generic | 2.78 | 50 |
| 48 | ET: Legacy Development | Task | | New | Normal | Refactor SVC_BucketForAddress | IR4T4 | | 08.08.2015 20:48 | Server | 2.78 | 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 |
| 850 | ET: Legacy Development | Task | | New | Low | Merge duplicate functions of renderers | IR4T4 | | 29.07.2015 17:03 | Client | renderer2 | 0 |
| 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 |
| 1201 | ET: Legacy Development | Bug | | New | Normal | Improve/extend hitsounds | IR4T4 | | 14.02.2019 11:35 | Mod generic | 2.78 | 0 |
| 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 |
| 1199 | ET: Legacy Development | Feature | | New | High | Fix openSSL/add https for curl/download | IR4T4 | | 03.03.2019 12:57 | General | 2.78 | 0 |
| 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 |
| 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 |
| 1192 | ET: Legacy Development | Task | | New | High | Release 2.77 "Capture the city!" | IR4T4 | | 09.05.2019 12:30 | General | 2.77 | 20 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|--------------------------------|---------|-------------|--------|-----------|---|------------|----------|------------------|------------------------|----------------|--------|
| 304 | Lua scripts for the Legacy mod | Feature | | New | Normal | Implement g_teamDamageRestriction | IR4T4 | | 05.09.2013 23:29 | | ALL | 0 |
| 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 |
| 1353 | ET: Legacy Development | Bug | | New | High | Server crash | hellreturn | | 15.10.2019 23:28 | Server | 2.77 | 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 |
| 1143 | ET: Legacy Development | Feature | | New | Normal | floodMaxCommands | Harlekin | | 28.12.2018 02:05 | Server | 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 |
| 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 |
| 1183 | ET: Legacy Development | Bug | | New | Immediate | broken nextmap command in gametype 4 | Harlekin | | 20.07.2019 12:35 | Mod generic | 2.77 | 0 |
| 1189 | ET: Legacy Development | Bug | | New | Low | ref command does not work in server console | Harlekin | | 26.04.2019 20:43 | Mod QAGAME | 2.78 | 0 |
| 1354 | ET: Legacy Development | Bug | | New | Normal | Inkompatibel to Mac OS Catalina | GrafThiel | | 18.11.2019 14:50 | | 2.77 | 0 |
| 1351 | ET: Legacy Development | Feature | | New | Normal | Flatpak of ET:Legacy | Eonfge | | 27.10.2019 12:49 | Client | ALL | 0 |
| 1352 | ET: Legacy Development | Feature | | New | Normal | Upstream metainfo | Eonfge | | 13.11.2019 13:56 | Documentation/ Wiki | ALL | 0 |
| 1356 | ET: Legacy Development | Bug | | New | Normal | Client download is not redirected (when minimized) | eagle_cz | | 24.10.2019 21:56 | Client | | 0 |
| 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 |
| 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 |
| 888 | ET: Legacy Development | Feature | | New | Normal | Improvements of server browser | Dragonji | | 14.02.2019 11:38 | Mod UI | 2.78 | 33 |
| 300 | ET: Legacy Development | Task | | New | Low | Tweak default client config | Dragonji | | 12.07.2013 04:14 | Client | 2.78 | 0 |
| 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 |
| 1212 | ET: Legacy Development | Bug | | New | Low | Disable flying rifle grenade sound | Bystry | | 28.04.2019 02:07 | Mod CGAME | 2.78 | 0 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|--|-----------|----------|---|-----------|----------|------------------|-------------|----------------|--------|
| 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 |
| 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 |
| 1282 | ET: Legacy Development | Feature | | New | Normal | Rework compass | Bystry | | 26.05.2019 14:19 | Mod CGAME | 2.77 | 0 |
| 375 | ET: Legacy Development | Feature | | New | Normal | Backport AltiVec optimizations from ioquake3 | BSzili | BSzili | 24.01.2014 18:50 | Client | 2.78 | 60 |
| 1003 | ET: Legacy Development | Feature | | New | Normal | Add Objective Indicators to the HUD | belst | | 10.04.2017 16:39 | Mod CGAME | 2.78 | 0 |
| 1052 | ET: Legacy Development | Bug | | New | Normal | Door texture problem on Erdenberg_b2 map | artium | | 27.10.2019 20:25 | | renderer2 | 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 |
| 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 |
| 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 |
| 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 |
| 1336 | ET: Legacy Development | Feature | | New | Normal | Automatic redirect when server is full | artium | | 20.08.2019 11:38 | Mod UI | 2.78 | 0 |
| 1305 | ET: Legacy Development | Feature | | New | Normal | SDL: Extend Codec selection | Aranud | | 13.11.2019 13:57 | Client | 2.78 | 0 |
| 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 |
| 173 | ET: Legacy Development | Feature | | New | Normal | CamTrace3D Support | acqu | | 08.08.2015 21:08 | Client | ALL | 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 |
| 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 |
| 406 | ET: Legacy Development | Bug | | Confirmed | Normal | Killed players are stuck on ladder | Spyhawk | | 04.05.2019 12:05 | Mod generic | 2.78 | 10 |
| 751 | ET: Legacy Development | Bug | | Confirmed | Low | Segmentation fault with other mods | Spyhawk | | 29.08.2016 18:38 | General | ALL | 20 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|-------------|-------------|-----------|---|-----------|----------|------------------|-------------|----------------|--------|
| 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 |
| 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 |
| 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 |
| 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 |
| 630 | ET: Legacy Development | Bug | | Confirmed | Low | Landmine and dynamite hitbox | Saukko | | 14.05.2018 00:12 | Mod CGAME | 2.78 | 50 |
| 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 |
| 1362 | ET: Legacy Development | Bug | | Confirmed | Urgent | riflenade dissapearing and not doing damage | kimi | | 17.11.2019 19:02 | Mod QGAME | 2.77 | 0 |
| 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 |
| 553 | ET: Legacy Development | Bug | | Confirmed | Normal | renderer2: fix 'fogvars' fog / fog issues | IR4T4 | | 06.10.2019 13:19 | Client | renderer2 | 80 |
| 1027 | ET: Legacy Development | Bug | | Confirmed | Normal | r_dynamicBspOcclusionCulling 1 causes texture rendering lags | IR4T4 | | 05.04.2018 10:54 | Client | renderer2 | 10 |
| 1045 | ET: Legacy Development | Bug | | Confirmed | Low | renderer2: Lower clouds speed / fix animation speed | IR4T4 | | 10.09.2019 20:37 | Client | renderer2 | 50 |
| 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 |
| 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 |
| 977 | ET: Legacy Development | Bug | | Confirmed | Normal | Sound location restart with OpenAL enable | Aranud | | 26.01.2018 18:24 | Client | 2.78 | 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 |
| 1053 | ModelTool | Bug | | In Progress | Immediate | Ability to rotate tags one by one | thunder | | 02.06.2018 23:07 | | | 50 |
| 394 | ET: Legacy Development | Bug | | In Progress | Normal | Fix multiview feature | Spyhawk | | 02.07.2017 11:59 | Mod generic | 2.78 | 50 |
| 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 |
| 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 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|---|-------------|-----------|--|------------|----------|------------------|-------------|----------------|--------|
| 36 | ET: Legacy Development | Feature | | In Progress | Normal | Guid Masterserver | Sol | | 08.08.2015 20:49 | General | ALL | 80 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 431 | ET: Legacy Development | Bug | | In Progress | Normal | Fix level.num_entities | IR4T4 | IR4T4 | 19.01.2019 16:07 | Mod CGAME | 2.78 | 50 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 901 | ET: Legacy Development | Task | | In Progress | Low | Providing Debian packages for ET: Legacy | apo | | 07.12.2015 00:07 | General | ALL | 100 |
| 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 |
| 987 | ET: Legacy Development | Bug | | Feedback | Immediate | Server crash | Spyhawk | | 27.10.2019 12:44 | Server | 2.77 | 10 |

| # | Project | Tracker | Parent task | Status | Priority | Subject | Author | Assignee | Updated | Category | Target version | % Done |
|------|------------------------|---------|-------------|-----------------|----------|---|------------|----------|------------------|-------------|----------------|--------|
| 1025 | ET: Legacy Development | Bug | | Feedback | Normal | Security files check | Spyhawk | IR4T4 | 06.01.2019 09:20 | Client | 2.77 | 90 |
| 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 |
| 1288 | ET: Legacy Development | Bug | | Feedback | Urgent | Weapon disappear after being revived | Spyhawk | Aranud | 04.09.2019 16:48 | Mod generic | 2.77 | 90 |
| 1292 | ET: Legacy Development | Feature | | Feedback | Low | Add shoutcaster role | Spyhawk | | 28.07.2019 19:08 | Mod generic | 2.78 | 80 |
| 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 |
| 1344 | ET: Legacy Development | Bug | | Feedback | Normal | SR reset itself | RaFaL | | 07.09.2019 20:09 | Mod QAGAME | 2.77 | 50 |
| 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 |
| 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 |
| 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 |
| 804 | ET: Legacy Development | Bug | | Feedback | Normal | Fix restrictions | IR4T4 | | 27.04.2019 00:34 | Mod QAGAME | 2.78 | 50 |
| 922 | ET: Legacy Development | Bug | | Feedback | Normal | Fix timescale div 0 issues | IR4T4 | | 25.01.2018 00:23 | General | 2.78 | 100 |
| 812 | ET: Legacy Development | Feature | | Feedback | Normal | Move q3fill fix server side | IR4T4 | Aranud | 25.01.2018 00:23 | Server | 2.78 | 90 |
| 975 | ET: Legacy Development | Task | | Feedback | Normal | Add WolfAdmin to installers | IR4T4 | | 14.02.2019 11:43 | General | 2.78 | 80 |
| 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 |
| 137 | ET: Legacy Development | Bug | | Feedback | Normal | r_depthbits 32 -> render @ 0-1fps | boutetnico | | 15.03.2016 08:57 | Client | 2.78 | 50 |
| 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 |
| 1338 | ET: Legacy Development | Bug | | Can't reproduce | Normal | Baserace map selects the wrong winning team | artium | | 17.09.2019 16:05 | Mod generic | 2.77 | 0 |