

## Issues

| #    | Project                | Tracker | Parent task                                  | Status          | Priority | Subject   | Author     | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|--|-----------------|----------|---|------------|----------|------------------|-------------|----------------|--------|
| 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      |
| 173  | ET: Legacy Development | Feature |  | New             | Normal   | CamTrace3D Support  | acqu       |          | 08.08.2015 21:08 | Client      | ALL            | 0      |
| 901  | ET: Legacy Development | Task    |  | In Progress     | Low      | Providing Debian packages for ET: Legacy                                  | apo        |          | 07.12.2015 00:07 | General     | ALL            | 100    |
| 977  | ET: Legacy Development | Bug     |  | Confirmed       | Normal   | Sound location restart with OpenAL enable                                 | Aranud     |          | 26.01.2018 18:24 | Client      | 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      |
| 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      |
| 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      |
| 1052 | ET: Legacy Development | Bug     |  | New             | Normal   | Door texture problem on Erdenberg_b2 map                                  | artium     |          | 27.10.2019 20:25 |             | renderer2      | 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      |
| 137  | ET: Legacy Development | Bug     |  | Feedback        | Normal   | r_depthbits 32 -> render @ 0-1fps   | boutetnico |          | 15.03.2016 08:57 | Client      | 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     |
| 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      |

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|------|------------------------|---------|-------------|-----------------|-----------|---|-----------|----------|------------------|------------------------|----------------|--------|
| 1282 | ET: Legacy Development | Feature |             | New             | Normal    | Rework compass  | Bystry    |          | 26.05.2019 14:19 | Mod CGAME              | 2.77           | 0      |
| 1212 | ET: Legacy Development | Bug     |             | New             | Low       | Disable flying rifle grenade sound                            | Bystry    |          | 28.04.2019 02:07 | Mod CGAME              | 2.78           | 0      |
| 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     |
| 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      |
| 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      |
| 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/<br>Wiki | ALL            | 0      |
| 1354 | ET: Legacy Development | Bug     |             | New             | Normal    | Inkompatibel to Mac OS Catalina                               | GrafThiel |          | 18.11.2019 14:50 |                        | 2.77           | 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      |
| 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      |
| 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      |
| 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      |

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|------|------------------------|---------|---|-----------|----------|---|------------|----------|------------------|-------------|----------------|--------|
| 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     |
| 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    |
| 1353 | ET: Legacy Development | Bug     |   | New       | High     | Server crash  | hellreturn |          | 15.10.2019 23:28 | Server      | 2.77           | 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     |
| 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     |
| 1192 | ET: Legacy Development | Task    |   | New       | High     | Release 2.77 "Capture the city!"  | IR4T4      |          | 09.05.2019 12:30 | General     | 2.77           | 20     |
| 217  | ET: Legacy Development | Bug     |   | New       | Normal   | FIX omnibot.cfg access for listen servers   | IR4T4      |          | 05.02.2018 16:43 | General     | 2.78           | 20     |
| 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      |
| 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      |
| 863  | ET: Legacy Development | Bug     |   | New       | Normal   | Fix/Inspect Sniper aim  | IR4T4      |          | 23.11.2015 22:47 | Mod generic | 2.78           | 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      |
| 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      |
| 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      |

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| 98   | ET: Legacy Development | Feature |   | New      | Normal   | Inspect/add prediction code...  | IR4T4  |          | 13.01.2017 13:15 | Mod QAGAME  | 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      |
| 414  | ET: Legacy Development | Feature |   | New      | Normal   | Add server /uptime cmd  | IR4T4  |          | 20.01.2016 19:17 | Server      | 2.78           | 50     |
| 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      |
| 1013 | ET: Legacy Development | Feature |   | New      | Low      | Add r_displayRefresh to the menus   | IR4T4  |          | 14.02.2019 11:40 | Client      | 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      |
| 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      |
| 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      |
| 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      |
| 804  | ET: Legacy Development | Bug     |   | Feedback | Normal   | Fix restrictions  | IR4T4  |          | 27.04.2019 00:34 | Mod QAGAME  | 2.78           | 50     |

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| 922  | ET: Legacy Development | Bug     |                                    | Feedback    | Normal   | Fix timescale div 0 issues   | IR4T4  |          | 25.01.2018 00:23 | General     | 2.78           | 100    |
| 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      |
| 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     |
| 975  | ET: Legacy Development | Task    |                                    | Feedback    | Normal   | Add WolfAdmin to installers  | IR4T4  |          | 14.02.2019 11:43 | General     | 2.78           | 80     |
| 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      |
| 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      |
| 268  | ET: Legacy Development | Bug     |                                    | New         | Normal   | WH prediction anomalies / bugged compass- and commandmap                   | IR4T4  |          | 22.02.2015 12:23 | Server      | ALL            | 10     |
| 326  | ET: Legacy Development | Bug     |                                    | New         | Normal   | Fix/update/inspect the joystick code                                       | IR4T4  |          | 20.01.2015 13:38 | Client      | ALL            | 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    |
| 15   | ET: Legacy Development | Feature |                                    | New         | Low      | Make va() buffer size safe   | IR4T4  |          | 08.08.2015 20:46 | General     | ALL            | 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      |

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| 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    |
| 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     |
| 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     |
| 1042 | ET: Legacy Development         | Bug     |             | New       | Normal   | Setting custom resolution has several side effects                                | IR4T4  |          | 17.06.2017 14:29 | Client      | renderer2      | 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      |
| 1114 | ET: Legacy Development         | Bug     |             | New       | Normal   | renderer2: r_depthOfField 1 shouldn't affect weapon                               | IR4T4  |          | 09.10.2018 12:24 | Client      | renderer2      | 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      |
| 1084 | ET: Legacy Development         | Feature |             | New       | Normal   | renderer2: Add light control  | IR4T4  |          | 21.12.2018 15:07 | General     | renderer2      | 0      |
| 850  | ET: Legacy Development         | Task    |             | New       | Low      | Merge duplicate functions of renderers  | IR4T4  |          | 29.07.2015 17:03 | Client      | renderer2      | 0      |
| 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     |
| 484  | EasyGen                        | Task    |             | New       | Normal   | Port to QT  | Jacker |          | 15.01.2014 11:27 |             | 1.5.0          | 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     |

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| 305  | ET: Legacy Development | Feature |  | New         | Normal   | ETPro-like server & match config system                  | Jacker |          | 01.03.2015 00:12 | Mod QGAME   | 2.78           | 20     |
| 306  | ET: Legacy Development | Feature |  | New         | Normal   | ETpro* like antilag                                      | Jacker |          | 17.05.2013 10:04 | Mod CGAME   | 2.78           | 0      |
| 457  | ET: Legacy Development | Task    |  | New         | Normal   | Implement all the death animations                       | Jacker |          | 04.09.2016 12:55 | Mod CGAME   | 2.78           | 20     |
| 218  | ET: Legacy Development | Task    |  | New         | Normal   | Replace assets with our own                              | Jacker |          | 09.12.2017 22:00 | General     | ALL            | 54     |
| 491  | EasyGen                | Feature |  | New         | Normal   | Advanced usability                                       | keMoN  |          | 08.06.2014 20:51 |             | 1.4.5          | 0      |
| 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     |
| 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      |
| 1102 | ET: Legacy Development | Bug     |  | New         | Normal   | movement glitch underneath Railgun cranes                | keMoN  |          | 21.08.2018 21:26 | General     | 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      |
| 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      |
| 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      |
| 1044 | ET: Legacy Development | Feature | Feature #888: Improvements of server browser | New         | Low      | Servername 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      |
| 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      |

| #    | Project                        | Tracker | Parent task | Status | Priority | Subject  | Author | Assignee | Updated          | Category    | Target version             | % Done |
|------|--------------------------------|---------|-------------|--------|----------|--|--------|----------|------------------|-------------|----------------------------|--------|
| 1125 | ET: Legacy Development         | Feature |             | New    | Low      | give players a slight glow                           | keMoN  |          | 06.01.2019 00:32 | Mod CGAME   | 2.78                       | 0      |
| 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      |
| 872  | ET: Legacy Development         | Bug     |             | New    | Normal   | enable_breath effect works only on surfaceparm       | keMoN  |          | 18.12.2016 10:52 |             | ALL                        | 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      |
| 598  | ET: Legacy Development         | Feature |             | New    | Normal   | multiple capturable objects                          | keMoN  |          | 09.10.2017 13:51 | Mod generic | Behind 2.60b / protocol 84 | 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 |
|------|------------------------|---------|-------------|-------------|----------|---|----------|----------|------------------|-------------|----------------------------|--------|
| 1101 | ET: Legacy Development | Bug     |             | New         | Normal   | renderer2: glitch in portal views   | keMoN    |          | 02.09.2018 12:44 | Client      | renderer2                  | 0      |
| 1286 | ET: Legacy Development | Bug     |             | New         | High     | entities appearing at wrong positions   | kimi     |          | 12.05.2019 18:46 | Mod generic | 2.77                       | 0      |
| 1362 | ET: Legacy Development | Bug     |             | Confirmed   | Urgent   | riflenade dissapearing and not doing damage   | kimi     |          | 17.11.2019 19:02 | Mod QAGAME  | 2.77                       | 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      |
| 788  | ET: Legacy Development | Bug     |             | New         | Normal   | ET:L starts windowed  | Lammert  |          | 20.01.2015 20:55 | Client      | 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      |
| 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    |
| 266  | ET: Legacy Development | Bug     |             | New         | Low      | fs_game does not recognize profile  | lottin   |          | 20.03.2017 16:18 | Client      | 2.78                       | 70     |
| 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      |
| 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     |
| 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      |
| 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     |
| 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      |
| 1341 | ET: Legacy Development | Bug     |             | New         | Normal   | SIGBUS clang  | namtsui  |          | 03.09.2019 19:57 | General     | 2.77                       | 0      |

| #    | Project                | Tracker | Parent task | Status   | Priority | Subject   | Author    | Assignee | Updated          | Category   | Target version | % Done |
|------|------------------------|---------|-------------|----------|----------|---|-----------|----------|------------------|------------|----------------|--------|
| 248  | ET: Legacy Development | Bug     |             | New      | Normal   | Flame shader bug  | Niek      |          | 16.05.2013 11:14 | Server     | 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     |
| 1035 | ET: Legacy Development | Bug     |             | New      | Normal   | When compiling error in libs\curl\libcurl.lib   | Odal      |          | 12.06.2019 16:58 | General    | ALL            | 0      |
| 692  | ET: Legacy Development | Feature |             | New      | Low      | Add autocompletion for player names.  | Ododo     |          | 04.12.2014 23:48 | 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      |
| 1270 | ET: Legacy Development | Bug     |             | New      | Normal   | ET Legacy crashes everytime its minimised   | Patronza  |          | 02.05.2019 04:34 | Client     | 2.78           | 0      |
| 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      |
| 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      |
| 477  | ET: Legacy Development | Feature |             | New      | Normal   | Upgrade GeolIP 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      |
| 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     |
| 612  | ET: Legacy Development | Bug     |             | New      | Normal   | Fix OpenGL ES renderer  | Radegast  |          | 01.02.2018 13:20 | Client     | ALL            | 30     |
| 46   | ET: Legacy Development | Task    |             | New      | Normal   | Nightly builds  | Radegast  |          | 24.12.2015 16:43 | General    | ALL            | 10     |
| 1344 | ET: Legacy Development | Bug     |             | Feedback | Normal   | SR reset itself   | RaFaL     |          | 07.09.2019 20:09 | Mod QAGAME | 2.77           | 50     |
| 119  | ET: Legacy Development | Feature |             | New      | Low      | In-game VoIP support  | RaFaL     |          | 08.08.2015 20:45 | General    | 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     |          | 19.11.2019 21:54 |            |                | 0      |
| 1161 | ET: Legacy Development | Feature |             | New      | Normal   | Proposal: implement server pak isolation  | ryven     |          | 27.01.2019 09:06 | Client     | 2.77           | 60     |
| 1095 | ET: Legacy Development | Bug     |             | New      | Normal   | Slicks are bugged on 32bit build  | ryven     |          | 27.07.2018 01:00 | Server     | 2.78           | 0      |

| #    | Project                | Tracker | Parent task | Status    | Priority | Subject  | Author  | Assignee | Updated          | Category     | Target version | % Done |
|------|------------------------|---------|-------------|-----------|----------|--|---------|----------|------------------|--------------|----------------|--------|
| 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   | Arillery setting within the room   | ryven   |          | 13.11.2019 13:54 | Mod QAGAME   | 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      |
| 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      |
| 1340 | ET: Legacy Development | Bug     |             | New       | Low      | Low smoke performance  | ryven   |          | 27.10.2019 12:49 | Renderer     | ALL            | 0      |
| 313  | ET: Legacy Development | Bug     |             | New       | Normal   | Mouerate/FPS dependant turnspread  | S3ti    |          | 12.07.2013 04:14 |              | 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     |
| 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     |
| 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      |

| #   | 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      |
| 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      |
| 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     |
| 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      |
| 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    |

| #    | Project                | Tracker | Parent task | Status      | Priority  | Subject  | Author  | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|-------------|-------------|-----------|--|---------|----------|------------------|-------------|----------------|--------|
| 701  | ET: Legacy Development | Task    |             | New         | Normal    | Fix referee window and function issues                             | Saukko  |          | 02.09.2019 06:32 | Mod UI      | 2.78           | 0      |
| 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      |
| 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      |
| 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     |
| 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      |
| 644  | ET: Legacy Development | Feature |             | New         | Normal    | Calling an artillery through glass                                 | Saukko  |          | 01.07.2017 14:03 | Mod CGAME   | ALL            | 0      |
| 36   | ET: Legacy Development | Feature |             | In Progress | Normal    | Guid Masterserver  | Sol     |          | 08.08.2015 20:49 | General     | ALL            | 80     |
| 1155 | ET: Legacy Development | Feature |             | New         | Normal    | Add Prestige to encourage XP reset                                 | Spyhawk |          | 10.11.2019 18:13 | Mod generic | 2.77           | 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      |
| 1243 | ET: Legacy Development | Bug     |             | New         | Urgent    | Server crash related to filesystem access                          | Spyhawk |          | 27.10.2019 12:44 | Server      | 2.77           | 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      |
| 987  | ET: Legacy Development | Bug     |             | Feedback    | Immediate | Server crash   | Spyhawk |          | 27.10.2019 12:44 | Server      | 2.77           | 10     |
| 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     |
| 1242 | ET: Legacy Development | Feature |             | New         | Low       | Add dynamite counter indicator                                     | Spyhawk |          | 13.11.2019 14:29 | Mod generic | 2.77           | 0      |

| #    | Project                | Tracker | Parent task | Status      | Priority | Subject   | Author  | Assignee | Updated          | Category     | Target version | % Done |
|------|------------------------|---------|-------------|-------------|----------|---|---------|----------|------------------|--------------|----------------|--------|
| 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      |
| 1300 | ET: Legacy Development | Feature |             | New         | Normal   | Implement PNG format for screenshot   | Spyhawk |          | 25.05.2019 23:36 | Client       | 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      |
| 1346 | ET: Legacy Development | Feature |             | New         | Normal   | Add GUID collision check  | Spyhawk |          | 08.09.2019 09:27 | Server       | 2.77           | 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     |
| 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      |
| 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     |
| 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      |

| #    | Project                | Tracker | Parent task  | Status      | Priority | Subject   | Author  | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|--|-------------|----------|---|---------|----------|------------------|-------------|----------------|--------|
| 830  | ET: Legacy Development | Feature |  | New         | Low      | Console improvements  | Spyhawk |          | 17.05.2019 11:06 | Client      | 2.78           | 0      |
| 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      |
| 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      |
| 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      |
| 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      |
| 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      |
| 394  | ET: Legacy Development | Bug     |  | In Progress | Normal   | Fix multiview feature   | Spyhawk |          | 02.07.2017 11:59 | Mod generic | 2.78           | 50     |

| #    | Project                | Tracker | Parent task | Status      | Priority | Subject   | Author  | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|-------------|-------------|----------|---|---------|----------|------------------|-------------|----------------|--------|
| 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     |
| 406  | ET: Legacy Development | Bug     |             | Confirmed   | Normal   | Killed players are stuck on ladder  | Spyhawk |          | 04.05.2019 12:05 | Mod generic | 2.78           | 10     |
| 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      |
| 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      |
| 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      |
| 1303 | ET: Legacy Development | Feature |             | New         | Low      | Add separate objective messages popup area                                    | Spyhawk |          | 23.06.2019 12:40 | Mod CGAME   | 2.78           | 0      |
| 1292 | ET: Legacy Development | Feature |             | Feedback    | Low      | Add shoutcaster role  | Spyhawk |          | 28.07.2019 19:08 | Mod generic | 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      |
| 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      |
| 285  | ET: Legacy Development | Bug     |             | New         | Normal   | Make sv_fps independent from the code   | Spyhawk |          | 22.12.2014 02:05 | Server      | ALL            | 0      |
| 835  | ET: Legacy Development | Feature |             | New         | Low      | allow Mac OS compiling with jpeg-turbo  | Spyhawk |          | 29.03.2015 12:22 | Client      | ALL            | 0      |



| #    | Project                | Tracker | Parent task | Status      | Priority  | Subject   | Author    | Assignee | Updated          | Category     | Target version | % Done |
|------|------------------------|---------|-------------|-------------|-----------|---|-----------|----------|------------------|--------------|----------------|--------|
| 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      |
| 751  | ET: Legacy Development | Bug     |             | Confirmed   | Low       | Segmentation fault with other mods  | Spyhawk   |          | 29.08.2016 18:38 | General      | ALL            | 20     |
| 1053 | ModelTool              | Bug     |             | In Progress | Immediate | Ability to rotate tags one by one   | thunder   |          | 02.06.2018 23:07 |              |                | 50     |
| 1005 | ModelTool              | Feature |             | New         | Normal    | Blender file import   | thunder   |          | 18.02.2017 17:30 |              |                | 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      |
| 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      |
| 1190 | ET: Legacy Development | Bug     |             | New         | Normal    | segmentation fault on start   | tiffie    |          | 13.08.2019 21:16 | General      | 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     |
| 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      |
| 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      |
| 1204 | ET: Legacy Development | Task    |             | New         | Normal    | Remove follow1 and follow2  | Timothy   |          | 14.02.2019 11:37 | Mod QAGAME   | 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     |
| 847  | ET: Legacy Development | Feature |             | New         | Normal    | SRV records support   | XelA      |          | 21.10.2015 20:46 | Server       | ALL            | 0      |
| 873  | ET: Legacy Development | Bug     |             | New         | Normal    | Client app hang   | yfcz      |          | 29.08.2016 18:36 | Client       | 2.78           | 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      |

| #    | 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      |
| 1147 | ET: Legacy Development | Feature |   | New         | Normal   | Add weapon toss sound (bouncing)                               | IR4T4    | Aranud   | 04.10.2019 09:35 | Mod generic | 2.78           | 50     |
| 812  | ET: Legacy Development | Feature |   | Feedback    | Normal   | Move q3fill fix server side                                    | IR4T4    | Aranud   | 25.01.2018 00:23 | Server      | 2.78           | 90     |
| 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      |
| 55   | ET: Legacy Development | Task    |   | New         | Low      | Improve source code documentation                              | Radegast | Aranud   | 29.03.2017 16:22 | General     | ALL            | 50     |
| 1288 | ET: Legacy Development | Bug     |   | Feedback    | Urgent   | Weapon disappear after being revived                           | Spyhawk  | Aranud   | 04.09.2019 16:48 | Mod generic | 2.77           | 90     |
| 375  | ET: Legacy Development | Feature |   | New         | Normal   | Backport AltiVec optimizations from ioquake3                   | BSzili   | BSzili   | 24.01.2014 18:50 | Client      | 2.78           | 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     |
| 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      |
| 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     |
| 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     |
| 1025 | ET: Legacy Development | Bug     |   | Feedback    | Normal   | Security files check   | Spyhawk  | IR4T4    | 06.01.2019 09:20 | Client      | 2.77           | 90     |
| 483  | EasyGen                | Task    |   | New         | Normal   | Drop MFC   | Jacker   | Jacker   | 15.01.2014 11:27 |             | 1.4.5          | 0      |
| 963  | ModelTool              | Feature |   | New         | Normal   | Full FBX support   | Jacker   | Jacker   | 09.11.2016 13:04 |             |                | 0      |
| 965  | ModelTool              | Feature |   | New         | Normal   | export as .mids  | Jacker   | Jacker   | 09.11.2016 13:08 |             |                | 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      |

| #    | 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      |
| 382  | ET: Legacy Development | Feature |  | New    | Normal   | renderer2: Loading screen                                       | Jacker   | Jacker   | 14.08.2018 11:28 | Client       | renderer2      | 0      |
| 488  | EasyGen                | Feature |  | New    | Normal   | FATE usability  | Mateos   | Jacker   | 08.06.2014 20:52 |              | 1.4.5          | 0      |
| 141  | ET: Legacy Development | Feature |  | New    | Low      | Create ET:L intro movie   | Radegast | Jacker   | 08.08.2015 20:43 | Client       | ALL            | 0      |
| 1038 | ET: Legacy Development | Bug     |  | New    | Normal   | Fueldump buildings  | jakbu    | keMoN    | 08.10.2017 15:53 | General      | ALL            | 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     |
| 1195 | ET: Legacy Development | Bug     |  | New    | Normal   | ETL:bergen vehicle disappears                                   | RedDwarf | keMoN    | 31.01.2019 09:25 | Mod pak3.pk3 | renderer2      | 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      |
| 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     |
| 1274 | ET: Legacy Development | Feature |  | New    | Normal   | Add more visual voice icons                                     | Spyhawk  | keMoN    | 04.05.2019 10:18 | Mod CGAME    | 2.78           | 0      |
| 1187 | ET: Legacy Development | Bug     |  | New    | Normal   | Add missing hints   | Timothy  | keMoN    | 23.01.2019 18:27 | Mod pak3.pk3 | 2.78           | 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      |
| 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      |
| 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     |
| 1325 | ET: Legacy Development | Feature |   | New         | Normal   | Make complaint popup less intrusive  | ryven    | ryven     | 13.07.2019 13:49 | Mod CGAME   | 2.77           | 0      |
| 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     |
| 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     |
| 983  | ET: Legacy Development | Feature |   | New         | Normal   | Spotting disguised enemies with binocs   | keMoN    | Spyhawk   | 02.07.2017 11:46 | Mod generic | 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      |
| 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      |
| 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      |
| 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     |
| 1030 | ET: Legacy Development | Task    |   | New         | Normal   | Inspect GTKRadiant to work with ETL  | thunder  | thunder   | 15.09.2019 20:51 |             | 2.78           | 0      |
| 1178 | ET: Legacy Development | Task    |   | New         | Normal   | Improve translation consistency  | Timothy  | Timothy   | 14.02.2019 11:38 | General     | 2.78           | 0      |