

## Issues

| #    | Project                | Tracker | Parent task | Status          | Priority | Subject   | Author     | Assignee | Updated          | Category           | Target version | % Done |
|------|------------------------|---------|-------------|-----------------|----------|---|------------|----------|------------------|--------------------|----------------|--------|
| 1353 | ET: Legacy Development | Bug     |             | New             | High     | Server crash  | hellreturn |          | 05.10.2019 21:22 | Server             | 2.77           | 0      |
| 1352 | ET: Legacy Development | Feature |             | New             | Normal   | Upstream metainfo   | Eonfge     |          | 27.09.2019 10:35 | Documentation/Wiki | 2.77           | 0      |
| 1351 | ET: Legacy Development | Feature |             | New             | Normal   | Flatpak of ET:Legacy  | Eonfge     |          | 25.09.2019 21:33 | Client             | N/A            | 0      |
| 1350 | ET: Legacy Development | Bug     |             | Feedback        | Normal   | First map voting error?   | LaNyeR     |          | 26.09.2019 14:11 | Mod generic        | 2.77           | 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      |
| 1346 | ET: Legacy Development | Feature |             | New             | Normal   | Add GUID collision check  | Spyhawk    |          | 08.09.2019 09:27 | Server             | 2.77           | 0      |
| 1344 | ET: Legacy Development | Bug     |             | Feedback        | Normal   | SR reset itself   | RaFaL      |          | 07.09.2019 20:09 | Mod QAGAME         | 2.77           | 50     |
| 1342 | ET: Legacy Development | Feature |             | New             | Normal   | Add server flag on scoreboard   | Spyhawk    |          | 27.08.2019 12:40 | Mod CGAME          | 2.77           | 0      |
| 1341 | ET: Legacy Development | Bug     |             | New             | Normal   | SIGBUS clang  | namtsui    |          | 03.09.2019 19:57 | General            | 2.77           | 0      |
| 1340 | ET: Legacy Development | Bug     |             | New             | Low      | Low smoke performance   | ryven      |          | 25.08.2019 15:08 | Renderer           | N/A            | 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   | Baserace map selects the wrong winning team                             | artium     |          | 17.09.2019 16:05 | Mod generic        | 2.77           | 0      |
| 1337 | ET: Legacy Development | Bug     |             | New             | Low      | Hand hint icon appears even when the action can not be performed        | artium     |          | 15.09.2019 20:20 | Mod CGAME          | 2.77           | 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      |
| 1332 | ET: Legacy Development | Task    |             | New             | Low      | Replace all original logos  | Spyhawk    |          | 14.07.2019 19:01 | Mod generic        | 2.78           | 0      |
| 1328 | ET: Legacy Development | Bug     |             | New             | Normal   | Artillery setting within the room                                       | ryven      |          | 14.07.2019 14:37 | Mod QAGAME         | 2.77           | 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      |
| 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      |

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|------|------------------------|---------|-------------|-------------|----------|---|----------|----------|------------------|-------------|----------------|--------|
| 1314 | ET: Legacy Development | Bug     |             | New         | Normal   | Hunk_Alloc fails if RENDERER_DYNAMIC is set off               | Saukko   |          | 26.06.2019 13:17 |             | 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      |
| 1310 | ET: Legacy Development | Bug     |             | New         | Normal   | Successful vote cancelled when warmup ends                    | Spyhawk  |          | 22.06.2019 00:10 | Mod generic | 2.77           | 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      |
| 1307 | ET: Legacy Development | Task    |             | New         | Normal   | Pre-cache additional common sounds                            | keMoN    |          | 29.05.2019 09:11 | Client      | 2.78           | 0      |
| 1306 | ET: Legacy Development | Task    |             | New         | Normal   | Import ETe features and bug fixes                             | Spyhawk  |          | 28.05.2019 17:24 | General     | 2.78           | 0      |
| 1305 | ET: Legacy Development | Feature |             | New         | Normal   | SDL: Extend Codec selection                                   | Aranud   |          | 29.05.2019 05:20 | 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      |
| 1300 | ET: Legacy Development | Feature |             | New         | Normal   | Implement PNG format for screenshot                           | Spyhawk  |          | 25.05.2019 23:36 | Client      | 2.77           | 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      |
| 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      |
| 1296 | ET: Legacy Development | Bug     |             | New         | Normal   | Tank bug  | ryven    |          | 19.05.2019 21:33 | Mod QAGAME  | 2.78           | 0      |
| 1292 | ET: Legacy Development | Feature |             | Feedback    | Low      | Add shoutcaster role  | Spyhawk  |          | 28.07.2019 19:08 | Mod generic | 2.78           | 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     |
| 1288 | ET: Legacy Development | Bug     |             | Feedback    | Urgent   | Weapon disappear after being revived                          | Spyhawk  | Aranud   | 04.09.2019 16:48 | Mod generic | 2.77           | 90     |
| 1286 | ET: Legacy Development | Bug     |             | New         | High     | entities appearing at wrong positions                         | kimi     |          | 12.05.2019 18:46 | Mod generic | 2.77           | 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      |
| 1282 | ET: Legacy Development | Feature |             | New         | Normal   | Rework compass  | Bystry   |          | 26.05.2019 14:19 | Mod CGAME   | 2.77           | 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     |

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|------|------------------------|---------|-------------|-------------|----------|---|----------|----------|------------------|--------------|----------------|--------|
| 1277 | ET: Legacy Development | Feature |             | New         | Normal   | Add flag to mark internal cvars   | ryven    |          | 05.05.2019 13:56 | General      | 2.78           | 0      |
| 1276 | ET: Legacy Development | Bug     |             | New         | High     | Referee commands buggy  | Spyhawk  |          | 14.06.2019 10:15 | Mod generic  | 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      |
| 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      |
| 1270 | ET: Legacy Development | Bug     |             | New         | Normal   | ET Legacy crashes everytime its minimised                                 | Patronza |          | 02.05.2019 04:34 | Client       | 2.78           | 0      |
| 1268 | ET: Legacy Development | Bug     |             | New         | Normal   | cant use custom HUD on pure servers                                       | kimi     |          | 29.04.2019 11:21 | Mod UI       | 2.78           | 0      |
| 1267 | ET: Legacy Development | Bug     |             | New         | Low      | Lower resolutions are not centered on screen                              | keMoN    |          | 19.05.2019 15:03 | Client       | 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      |
| 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     |
| 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      |
| 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      |
| 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     |
| 1253 | ET: Legacy Development | Feature |             | New         | Low      | Add semi-randomized player faces  | Spyhawk  |          | 23.06.2019 12:40 | Mod generic  | 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      |
| 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     |
| 1250 | ET: Legacy Development | Task    |             | New         | Normal   | Reorganize demo related CVARs   | keMoN    |          | 04.05.2019 10:28 | Mod generic  | 2.78           | 0      |
| 1248 | ET: Legacy Development | Feature |             | New         | Low      | Implement GetPlayerWeaponAmmo lua function to fetch weapon ammo count     | ryven    |          | 13.04.2019 20:31 | Lua API      | 2.78           | 0      |
| 1245 | ET: Legacy Development | Bug     |             | New         | Urgent   | Bad command byte for client warning                                       | Spyhawk  |          | 08.07.2019 12:32 | Server       | 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      |

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| 1243 | ET: Legacy Development | Bug     |             | New         | Urgent   | Server crash related to filesystem access                                     | Spyhawk  |          | 08.07.2019 12:34 | Server      | 2.78           | 0      |
| 1242 | ET: Legacy Development | Bug     |             | New         | Low      | Add dynamite counter indicator  | Spyhawk  |          | 14.07.2019 15:15 | Mod generic | 2.77           | 0      |
| 1241 | ET: Legacy Development | Bug     |             | New         | Normal   | Rename &g_log internal variable.  | Spyhawk  |          | 02.05.2019 19:31 | General     | 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      |
| 1239 | ET: Legacy Development | Task    |             | New         | Low      | Reorganize /cg_drawCrosshair CVARs  | keMoN    |          | 03.04.2019 14:29 | Mod CGAME   | 2.78           | 0      |
| 1237 | ET: Legacy Development | Feature |             | New         | Low      | Add hud config presets option   | Spyhawk  |          | 02.05.2019 17:18 | Mod CGAME   | 2.78           | 0      |
| 1236 | ET: Legacy Development | Bug     |             | New         | Normal   | Check for malformed IP breaks IPv6  | lefo     |          | 31.03.2019 13:09 | Mod generic | 2.78           | 0      |
| 1235 | ET: Legacy Development | Task    |             | New         | Low      | Bundle all /cg_bob* cvars in one  | keMoN    |          | 31.03.2019 16:14 | Mod CGAME   | 2.78           | 0      |
| 1234 | ET: Legacy Development | Task    |             | New         | Low      | /cg_autoSwitch has deprecated "bitflags" in the code                          | keMoN    |          | 29.03.2019 22:38 | Mod CGAME   | 2.78           | 0      |
| 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     |
| 1230 | ET: Legacy Development | Feature |             | New         | Normal   | Add dynamic server blacklist  | Spyhawk  |          | 02.04.2019 17:18 | Client      | 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      |
| 1222 | ET: Legacy Development | Bug     |             | New         | Low      | Pins not displayed  | Spyhawk  |          | 02.05.2019 18:18 | Mod CGAME   | 2.78           | 0      |
| 1220 | ET: Legacy Development | Bug     |             | Feedback    | High     | Bots with MG42 not facing the right direction                                 | Spyhawk  |          | 13.06.2019 01:11 | Mod generic | 2.77           | 30     |
| 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     |
| 1212 | ET: Legacy Development | Bug     |             | New         | Low      | Disable flying rifle grenade sound  | Bystry   |          | 28.04.2019 02:07 | Mod CGAME   | 2.78           | 0      |
| 1211 | ET: Legacy Development | Bug     |             | New         | Normal   | Segfault on client linux x64 at startup (master branch)                       | Ododo    |          | 27.04.2019 00:35 | Client      | 2.78           | 0      |
| 1208 | ET: Legacy Development | Bug     |             | New         | Normal   | Not possible to crawl close to wall and objects                               | Spyhawk  |          | 16.03.2019 16:16 | Mod generic | 2.78           | 0      |
| 1206 | ET: Legacy Development | Bug     |             | Confirmed   | Low      | Door open the wrong direction half the time (Linux 32 bit)                    | Harlekin |          | 27.04.2019 00:36 | Mod generic | 2.78           | 10     |

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|------|------------------------|---------|-------------|-----------------|-----------|---|----------|----------|------------------|--------------|----------------|--------|
| 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      |
| 1201 | ET: Legacy Development | Bug     |             | New             | Normal    | Improve/extend hitsounds  | IR4T4    |          | 14.02.2019 11:35 | Mod generic  | 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      |
| 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      |
| 1195 | ET: Legacy Development | Bug     |             | New             | Normal    | ETL:bergen vehicle disappears   | RedDwarf | keMoN    | 31.01.2019 09:25 | Mod pak3.pk3 | renderer2      | 0      |
| 1192 | ET: Legacy Development | Task    |             | New             | High      | Release 2.77 "Capture the city!"                                      | IR4T4    |          | 09.05.2019 12:30 | General      | 2.77           | 20     |
| 1191 | ET: Legacy Development | Task    |             | New             | Low       | Prevent windows installer to overwrite old installation               | Spyhawk  |          | 14.02.2019 11:41 | General      | 2.78           | 0      |
| 1190 | ET: Legacy Development | Bug     |             | New             | Normal    | segmentation fault on start   | tiffie   |          | 13.08.2019 21:16 | General      | 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      |
| 1187 | ET: Legacy Development | Bug     |             | New             | Normal    | Add missing hints   | Timothy  | keMoN    | 23.01.2019 18:27 | Mod pak3.pk3 | 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      |
| 1185 | ET: Legacy Development | Bug     |             | New             | Normal    | Adjust total server number in browser.                                | Spyhawk  |          | 14.02.2019 11:34 | Mod UI       | 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      |
| 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      |
| 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      |
| 1178 | ET: Legacy Development | Task    |             | New             | Normal    | Improve translation consistency                                       | Timothy  | Timothy  | 14.02.2019 11:38 | General      | 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      |
| 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      |

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| 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      |
| 1166 | ET: Legacy Development | Task    | Feature #1161: Proposal: implement server pak isolation        | New         | Normal   | Implement whitelist download and dialogs                        | IR4T4    | IR4T4    | 27.01.2019 09:06 | Client       | 2.77           | 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     |
| 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     |
| 1161 | ET: Legacy Development | Feature |  | New         | Normal   | Proposal: implement server pak isolation                        | ryven    |          | 27.01.2019 09:06 | Client       | 2.77           | 60     |
| 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      |
| 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      |
| 1155 | ET: Legacy Development | Feature |  | New         | Normal   | Add Prestige to encourage XP reset                              | Spyhawk  |          | 02.05.2019 19:27 | Mod generic  | 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      |
| 1150 | ET: Legacy Development | Feature |  | New         | Low      | behaviour of g_inactivity & g_spectatorInactivity               | Harlekin |          | 14.02.2019 11:45 | Mod QAGAME   | 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      |
| 1147 | ET: Legacy Development | Feature |  | New         | Normal   | Add weapon toss sound (bouncing)                                | IR4T4    | Aranud   | 04.10.2019 09:35 | Mod generic  | 2.78           | 50     |
| 1143 | ET: Legacy Development | Feature |  | New         | Normal   | floodMaxCommands  | Harlekin |          | 28.12.2018 02:05 | Server       | 2.78           | 0      |

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| 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      |
| 1135 | ET: Legacy Development | Bug     |   | New         | High     | CL_ParseServerMessage crash   | Spyhawk |          | 08.07.2019 12:33 | Client      | 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     |
| 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      |
| 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      |
| 1127 | ET: Legacy Development | Bug     |   | New         | Normal   | Fix/adjust cubemap process  | IR4T4   |          | 18.12.2018 08:51 | Renderer    | renderer2                  | 0      |
| 1125 | ET: Legacy Development | Feature |   | New         | Low      | give players a slight glow  | keMoN   |          | 06.01.2019 00:32 | Mod CGAME   | 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      |
| 1123 | ET: Legacy Development | Bug     |   | New         | Low      | renderer2: thunder is bugged  | IR4T4   |          | 28.09.2019 14:22 | Renderer    | renderer2                  | 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     |
| 1118 | ET: Legacy Development | Feature |   | New         | Normal   | Add a server command to prove external downloads                                    | IR4T4   |          | 16.10.2018 00:39 | Server      | 2.78                       | 0      |
| 1117 | ET: Legacy Development | Feature |   | New         | Normal   | Shrink CS_SYSTEMINFO  | IR4T4   |          | 16.10.2018 00:13 | Mod generic | 2.78                       | 0      |
| 1116 | ET: Legacy Development | Bug     |   | New         | Low      | Make showtris to affect only 3d context   | ryven   |          | 14.02.2019 11:22 | Renderer    | 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      |
| 1114 | ET: Legacy Development | Bug     |   | New         | Normal   | renderer2: r_depthOfField 1 shouldn't affect weapon                                 | IR4T4   |          | 09.10.2018 12:24 | Client      | renderer2                  | 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      |
| 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      |
| 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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|------|------------------------|---------|------------------------------|----------|----------|---|---------|----------|------------------|-------------|----------------|--------|
| 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      |
| 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      |
| 1108 | ET: Legacy Development | Bug     |                              | New      | Normal   | 'Wrong' slashes creating issues   | IR4T4   |          | 26.11.2018 11:08 | 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      |
| 1101 | ET: Legacy Development | Bug     |                              | New      | Normal   | renderer2: glitch in portal views   | keMoN   |          | 02.09.2018 12:44 | Client      | renderer2      | 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      |
| 1098 | ET: Legacy Development | Bug     |                              | New      | Normal   | Big servertime servers make movers to lag                                 | ryven   |          | 25.07.2018 06:27 | General     | 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      |
| 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      |
| 1092 | ET: Legacy Development | Bug     |                              | New      | Normal   | renderer2: volumetric Fog surface transitions are buggy                   | IR4T4   |          | 22.04.2018 10:08 | 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      |
| 1084 | ET: Legacy Development | Feature |                              | New      | Normal   | renderer2: Add light control  | IR4T4   |          | 21.12.2018 15:07 | General     | renderer2      | 0      |
| 1083 | ET: Legacy Development | Feature |                              | New      | Low      | renderer2: get in real map values from bsp                                | thunder |          | 14.08.2018 11:26 |             | renderer2      | 0      |
| 1080 | ET: Legacy Development | Bug     |                              | New      | Normal   | Fix r_rimlighting & Render_vertexLighting_DBS_entity/ST_DIFFUSEMAP stages | IR4T4   |          | 10.03.2018 16:29 | Client      | renderer2      | 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      |
| 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      |
| 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     |
| 1070 | ET: Legacy Development | Task    |                              | New      | Low      | Clean console output format   | Spyhawk |          | 08.02.2018 16:45 | General     | 2.78           | 0      |



| #    | Project                | Tracker | Parent task                                  | Status      | Priority  | Subject   | Author   | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|--|-------------|-----------|---|----------|----------|------------------|-------------|----------------|--------|
| 1069 | ET: Legacy Development | Bug     |  | New         | Normal    | Brightness changing multiple times while loading map                            | yks      |          | 18.04.2018 11:11 | General     | 2.78           | 0      |
| 1067 | ET Legacy Assets       | Task    |  | New         | Normal    | Missing normal and specular surface images on oasis and other maps              | IR4T4    |          | 29.06.2018 06:51 |             |                | 50     |
| 1066 | ET: Legacy Development | Bug     |  | New         | Normal    | Replace jpeg references in skin files   | IR4T4    |          | 14.12.2017 19:31 | Mod CGAME   | renderer2      | 0      |
| 1064 | ET: Legacy Development | Bug     |  | New         | Normal    | r_ignoreGLErrors 0 shows issues on some maps                                    | IR4T4    |          | 20.11.2017 10:42 | Client      | renderer2      | 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      |
| 1061 | ET: Legacy Development | Bug     |  | New         | Normal    | ETL wont start with multiple screen devices                                     | IR4T4    |          | 14.02.2019 11:33 | Client      | 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      |
| 1057 | ET: Legacy Development | Feature |  | New         | Normal    | Improve the !pause functionality  | keMoN    |          | 28.08.2017 14:32 | Mod generic | 2.78           | 0      |
| 1056 | ET: Legacy Development | Bug     |  | Confirmed   | Urgent    | Can't load ui_mp_x86.dll because of spaces/accents on user folder on windows 10 | lixoaqui |          | 19.04.2019 10:32 | Client      | 2.77           | 10     |
| 1053 | ModelTool              | Bug     |  | In Progress | Immediate | Ability to rotate tags one by one   | thunder  |          | 02.06.2018 23:07 |             |                | 50     |
| 1052 | ET: Legacy Development | Bug     |  | New         | Low       | Door texture problem on Erdenberg_b2 map  | artium   |          | 13.03.2018 10:23 |             | 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      |
| 1045 | ET: Legacy Development | Bug     |  | Confirmed   | Low       | renderer2: Lower clouds speed / fix animation speed                             | IR4T4    |          | 10.09.2019 20:37 | Client      | renderer2      | 50     |
| 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      |
| 1042 | ET: Legacy Development | Bug     |  | New         | Normal    | Setting custom resolution has several side effects                              | IR4T4    |          | 17.06.2017 14:29 | Client      | renderer2      | 0      |
| 1038 | ET: Legacy Development | Bug     |  | New         | Normal    | Fueldump buildings  | jakbu    | keMoN    | 08.10.2017 15:53 | General     | ALL            | 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      |

| #    | Project                | Tracker | Parent task                            | Status      | Priority  | Subject   | Author  | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|--|-------------|-----------|---|---------|----------|------------------|-------------|----------------|--------|
| 1034 | ET: Legacy Development | Feature |  | New         | Normal    | making modelscale work when you are using model on door                 | thunder |          | 24.11.2017 15:21 |             | 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      |
| 1028 | ET: Legacy Development | Task    |  | New         | Low       | Clean out renderer code   | thunder |          | 17.04.2017 12:55 | General     | renderer2      | 0      |
| 1027 | ET: Legacy Development | Bug     |  | Confirmed   | Normal    | r_dynamicBspOcclusionCulling 1 causes texture rendering lags            | IR4T4   |          | 05.04.2018 10:54 | Client      | renderer2      | 10     |
| 1026 | ET: Legacy Development | Bug     |  | New         | Low       | renderer2: Fix y-axis glitch  | IR4T4   |          | 11.12.2018 21:42 | Client      | renderer2      | 20     |
| 1025 | ET: Legacy Development | Bug     |  | Feedback    | Normal    | Security files check  | Spyhawk | IR4T4    | 06.01.2019 09:20 | Client      | 2.77           | 90     |
| 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     |
| 1021 | ET: Legacy Development | Feature |  | New         | Normal    | Add real time player behavior analysis                                  | Spyhawk |          | 13.03.2017 00:53 | General     | 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      |
| 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      |
| 1009 | ET: Legacy Development | Feature |  | New         | Normal    | Zoomed sniper sensitivity   | kimi    |          | 22.02.2017 10:18 | Mod CGAME   | 2.78           | 0      |
| 1008 | ET: Legacy Development | Feature |  | New         | Low       | Add in-game Skills And Rewards progression table                        | Spyhawk |          | 21.02.2017 12:48 | Mod CGAME   | 2.78           | 0      |
| 1005 | ModelTool              | Feature |  | New         | Normal    | Blender file import   | thunder |          | 18.02.2017 17:30 |             |                | 0      |
| 1003 | ET: Legacy Development | Feature |  | New         | Normal    | Add Objective Indicators to the HUD                                     | belst   |          | 10.04.2017 16:39 | Mod CGAME   | 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      |
| 1000 | ET: Legacy Development | Feature |  | New         | Normal    | Modernize HUD   | Spyhawk |          | 22.02.2018 13:59 | Mod CGAME   | 2.78           | 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     |
| 987  | ET: Legacy Development | Bug     |  | Feedback    | Immediate | Server crash  | Spyhawk |          | 14.02.2019 13:06 | Server      | 2.78           | 10     |
| 983  | ET: Legacy Development | Feature |  | New         | Normal    | Spotting disguised enemies with binocs                                  | keMoN   | Spyhawk  | 02.07.2017 11:46 | Mod generic | 2.78           | 0      |

| #   | Project                | Tracker | Parent task | Status    | Priority | Subject  | Author   | Assignee | Updated          | Category     | Target version             | % Done |
|-----|------------------------|---------|-------------|-----------|----------|--|----------|----------|------------------|--------------|----------------------------|--------|
| 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      |
| 977 | ET: Legacy Development | Bug     |             | Confirmed | Normal   | Sound location restart with OpenAL enable                        | Aranud   |          | 26.01.2018 18:24 | Client       | 2.78                       | 0      |
| 975 | ET: Legacy Development | Task    |             | Feedback  | Normal   | Add WolfAdmin to installers                                      | IR4T4    |          | 14.02.2019 11:43 | General      | 2.78                       | 80     |
| 969 | ET: Legacy Development | Bug     |             | New       | Normal   | func_rotating trigger landmines                                  | keMoN    | RaFaL    | 10.04.2017 18:02 | Mod generic  | 2.78                       | 0      |
| 965 | ModelTool              | Feature |             | New       | Normal   | export as .mids  | Jacker   | Jacker   | 09.11.2016 13:08 |              |                            | 0      |
| 963 | ModelTool              | Feature |             | New       | Normal   | Full FBX support   | Jacker   | Jacker   | 09.11.2016 13:04 |              |                            | 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      |
| 955 | ET: Legacy Development | Feature |             | New       | Low      | more ammo and healthcabinets                                     | thunder  |          | 27.04.2019 10:55 | Mod pak3.pk3 | 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      |
| 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      |
| 947 | ET: Legacy Development | Feature |             | New       | Normal   | Increase amount of trigger_objective_info                        | keMoN    |          | 12.10.2018 13:34 | Mod generic  | 2.78                       | 0      |
| 944 | ET: Legacy Development | Bug     |             | New       | Normal   | Fix ladder movement  | Spyhawk  |          | 11.08.2018 12:11 | 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     |
| 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     |
| 932 | ET: Legacy Development | Feature |             | New       | Normal   | Tighter interface with Lua admin suite                           | Spyhawk  |          | 14.02.2019 11:41 | Mod generic  | 2.78                       | 0      |
| 922 | ET: Legacy Development | Bug     |             | Feedback  | Normal   | Fix timescale div 0 issues                                       | IR4T4    |          | 25.01.2018 00:23 | General      | 2.78                       | 100    |
| 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      |
| 912 | ET: Legacy Development | Feature |             | New       | Normal   | Add throwing knives  | IR4T4    |          | 18.02.2019 18:07 | Mod generic  | 2.78                       | 0      |
| 909 | ET: Legacy Development | Feature |             | New       | Normal   | Rework engine tmp ban system                                     | IR4T4    |          | 20.12.2015 18:17 | Server       | 2.78                       | 0      |

| #   | Project                        | Tracker | Parent task                                 | Status      | Priority | Subject   | Author   | Assignee | Updated          | Category    | Target version | % Done |
|-----|--------------------------------|---------|---|-------------|----------|---|----------|----------|------------------|-------------|----------------|--------|
| 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      |
| 901 | ET: Legacy Development         | Task    |   | In Progress | Low      | Providing Debian packages for ET: Legacy                          | apo      |          | 07.12.2015 00:07 | General     | ALL            | 100    |
| 894 | ET: Legacy Development         | Feature |   | New         | Low      | Add new awards  | Spyhawk  |          | 10.12.2015 08:59 | Mod generic | 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     |
| 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     |
| 885 | ET: Legacy Development         | Feature |   | New         | Normal   | Create ET:L on/for Raspberry Pi                                   | IR4T4    |          | 06.10.2018 14:35 | General     | 2.78           | 50     |
| 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      |
| 873 | ET: Legacy Development         | Bug     |   | New         | Normal   | Client app hang   | yfcz     |          | 29.08.2016 18:36 | 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      |
| 871 | ET: Legacy Development         | Feature |   | New         | Low      | (Team-) Deathmatch gametype                                       | keMoN    |          | 23.08.2015 12:09 | Mod generic | 2.78           | 0      |
| 870 | Lua scripts for the Legacy mod | Feature |   | New         | Low      | chat-alert when including player name                             | keMoN    |          | 13.01.2017 12:50 |             | ALL            | 0      |
| 869 | ET: Legacy Development         | Feature |   | New         | Low      | Functional parachute spawn  | keMoN    |          | 01.12.2016 16:44 | Mod generic | 2.78           | 0      |
| 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     |
| 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      |
| 863 | ET: Legacy Development         | Bug     |   | New         | Normal   | Fix/Inspect Sniper aim  | IR4T4    |          | 23.11.2015 22:47 | Mod generic | 2.78           | 0      |
| 859 | ET: Legacy Development         | Feature |   | New         | Normal   | Implement translation/unicode support for non legacy mods         | IR4T4    |          | 16.08.2015 07:20 | Client      | 2.78           | 0      |
| 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      |
| 850 | ET: Legacy Development         | Task    |   | New         | Low      | Merge duplicate functions of renderers                            | IR4T4    |          | 29.07.2015 17:03 | Client      | renderer2      | 0      |

| #   | Project                | Tracker | Parent task                            | Status    | Priority | Subject   | Author    | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|--|-----------|----------|---|-----------|----------|------------------|-------------|----------------|--------|
| 847 | ET: Legacy Development | Feature |  | New       | Normal   | SRV records support   | XelA      |          | 21.10.2015 20:46 | Server      | ALL            | 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      |
| 836 | ET: Legacy Development | Bug     |  | New       | Normal   | misplaced sounds on explosive debris                            | keMoN     |          | 29.06.2017 20:19 | Mod generic | 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      |
| 831 | ET: Legacy Development | Bug     |  | New       | Normal   | buggy client unicode translation support                        | Spyhawk   |          | 09.04.2015 11:09 | Client      | 2.78           | 0      |
| 830 | ET: Legacy Development | Feature |  | New       | Low      | Console improvements  | Spyhawk   |          | 17.05.2019 11:06 | Client      | 2.78           | 0      |
| 829 | ET: Legacy Development | Feature |  | New       | Normal   | Possibility to query client cvars through Lua                   | Dragonji  |          | 30.08.2016 13:16 | Mod QAGAME  | 2.78           | 0      |
| 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      |
| 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      |
| 812 | ET: Legacy Development | Feature |  | Feedback  | Normal   | Move q3fill fix server side                                     | IR4T4     | Aranud   | 25.01.2018 00:23 | Server      | 2.78           | 90     |
| 807 | ET: Legacy Development | Bug     |  | New       | Normal   | MOD_SLIME is never used   | Spyhawk   |          | 17.04.2015 09:45 | Mod generic | 2.78           | 20     |
| 804 | ET: Legacy Development | Bug     |  | Feedback  | Normal   | Fix restrictions  | IR4T4     |          | 27.04.2019 00:34 | Mod QAGAME  | 2.78           | 50     |
| 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     |
| 788 | ET: Legacy Development | Bug     |  | New       | Normal   | ET:L starts windowed  | Lammert   |          | 20.01.2015 20:55 | Client      | 2.78           | 0      |
| 779 | ET: Legacy Development | Task    |  | New       | Normal   | Automate Coverity scan  | Spyhawk   |          | 12.01.2015 23:21 | General     | ALL            | 0      |
| 778 | ET: Legacy Development | Feature |  | New       | Normal   | Merge translation templates                                     | Radegast  |          | 12.01.2015 11:21 | Mod UI      | 2.78           | 0      |
| 770 | ET: Legacy Development | Bug     |  | New       | Low      | Full screen console being opened while console is part-open     | Anonymous |          | 25.11.2015 16:17 | Client      | 2.78           | 0      |
| 764 | ET: Legacy Development | Task    |  | New       | Normal   | Rework the vote system  | Jacker    | Jacker   | 25.08.2016 11:24 | Mod generic | 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      |

| #   | Project                | Tracker | Parent task | Status      | Priority | Subject  | Author  | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|-------------|-------------|----------|--|---------|----------|------------------|-------------|----------------|--------|
| 760 | ET: Legacy Development | Bug     |             | New         | Low      | Pause issues   | Saukko  |          | 04.09.2016 12:18 | 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      |
| 751 | ET: Legacy Development | Bug     |             | Confirmed   | Low      | Segmentation fault with other mods   | Spyhawk |          | 29.08.2016 18:38 | General     | ALL            | 20     |
| 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      |
| 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      |
| 738 | ET: Legacy Development | Bug     |             | New         | Low      | Healthbar bug  | Saukko  |          | 29.08.2016 18:18 | Mod generic | 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    |
| 734 | ET: Legacy Development | Bug     |             | New         | Normal   | Max Lives feature bugs   | Saukko  |          | 09.08.2016 17:42 | Mod generic | 2.78           | 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     |
| 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     |
| 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     |
| 727 | ET: Legacy Development | Task    |             | New         | Normal   | Update update-installer cmake script for cross-compilation                 | Spyhawk |          | 15.12.2014 19:20 | General     | ALL            | 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      |
| 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      |
| 714 | ET: Legacy Development | Bug     |             | New         | Normal   | Fix flamethrower   | Saukko  |          | 25.01.2015 17:22 | Mod generic | 2.78           | 20     |
| 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      |
| 701 | ET: Legacy Development | Task    |             | New         | Normal   | Fix referee window and function issues                                     | Saukko  |          | 02.09.2019 06:32 | Mod UI      | 2.78           | 0      |
| 696 | ET: Legacy Development | Bug     |             | New         | Normal   | Demo playback issues   | Saukko  |          | 07.03.2017 16:11 | Client      | 2.78           | 0      |
| 692 | ET: Legacy Development | Feature |             | New         | Low      | Add autocompletion for player names.                                       | Ododo   |          | 04.12.2014 23:48 | Client      | 2.78           | 0      |

| #   | Project                        | Tracker | Parent task | Status    | Priority | Subject   | Author   | Assignee | Updated          | Category    | Target version             | % Done |
|-----|--------------------------------|---------|-------------|-----------|----------|---|----------|----------|------------------|-------------|----------------------------|--------|
| 691 | ET: Legacy Development         | Bug     |             | New       | Low      | Servers filters not accurate  | Spyhawk  |          | 03.12.2014 22:33 | 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      |
| 672 | ET: Legacy Development         | Bug     |             | New       | Normal   | Issues with a name having ' ^ ' after it  | Saukko   |          | 28.11.2014 15:10 | General     | 2.78                       | 0      |
| 651 | ET: Legacy Development         | Bug     |             | New       | Normal   | An item set on top of another won't go lower when the one below it disappears     | Saukko   |          | 21.11.2014 17:05 | Mod CGAME   | 2.78                       | 0      |
| 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      |
| 645 | ET: Legacy Development         | Feature |             | New       | Normal   | Possibility to throw airstrike canister underwater                                | Saukko   |          | 20.11.2014 16:33 | Mod CGAME   | 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      |
| 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      |
| 639 | ET: Legacy Development         | Bug     |             | New       | Low      | Colour name issues  | Saukko   |          | 21.11.2014 11:55 | Mod UI      | 2.78                       | 60     |
| 631 | ET: Legacy Development         | Bug     |             | New       | Normal   | Explosion splash radius is sometimes bugged                                       | Saukko   |          | 10.04.2017 16:47 | 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     |
| 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     |
| 612 | ET: Legacy Development         | Bug     |             | New       | Normal   | Fix OpenGL ES renderer  | Radegast |          | 01.02.2018 13:20 | Client      | ALL                        | 30     |
| 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     |
| 598 | ET: Legacy Development         | Feature |             | New       | Normal   | multiple capturable objects   | keMoN    |          | 09.10.2017 13:51 | Mod generic | Behind 2.60b / protocol 84 | 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      |
| 561 | ET: Legacy Development         | Bug     |             | New       | Low      | Objective's position bug  | Saukko   |          | 18.08.2014 14:07 |             | 2.78                       | 0      |
| 553 | ET: Legacy Development         | Bug     |             | Confirmed | Normal   | renderer2: fix 'fogvars' fog / fog issues   | IR4T4    |          | 06.10.2019 13:19 | Client      | renderer2                  | 80     |
| 543 | WolfRadiant                    | Feature |             | New       | Normal   | Replace GTK with Qt   | Radegast |          | 24.05.2014 16:10 |             | 0.01                       | 0      |

| #   | Project                | Tracker | Parent task | Status    | Priority | Subject   | Author   | Assignee | Updated          | Category     | Target version | % Done |
|-----|------------------------|---------|-------------|-----------|----------|---|----------|----------|------------------|--------------|----------------|--------|
| 542 | WolfRadiant            | Bug     |             | New       | Normal   | Replace scones with CMake   | Radegast |          | 24.05.2014 16:08 |              | 0.01           | 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     |
| 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      |
| 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    |
| 532 | ET: Legacy Development | Bug     |             | New       | Normal   | Fix SVF_SELF_PORTAL   | IR4T4    |          | 17.10.2015 13:15 | General      | ALL            | 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      |
| 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      |
| 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      |
| 518 | ET: Legacy Development | Bug     |             | New       | Low      | Shooting dead body makes sparks   | Saukko   |          | 04.09.2016 12:15 | Mod CGAME    | 2.78           | 80     |
| 515 | ET: Legacy Development | Bug     |             | New       | Normal   | Player shadow z-fighting with decals  | keMoN    |          | 09.10.2017 13:18 |              | 2.78           | 0      |
| 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      |
| 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     |
| 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      |
| 497 | ET: Legacy Development | Feature |             | New       | Low      | Replace goatsound   | Spyhawk  | keMoN    | 10.01.2019 12:39 | Mod CGAME    | 2.78           | 20     |
| 496 | ET: Legacy Development | Feature |             | New       | Low      | Replace quake3 style announcer  | Spyhawk  | keMoN    | 02.07.2017 14:02 | Mod CGAME    | 2.78           | 0      |
| 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      |
| 491 | EasyGen                | Feature |             | New       | Normal   | Advanced usability  | keMoN    |          | 08.06.2014 20:51 |              | 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      |
| 488 | EasyGen                | Feature |             | New       | Normal   | FATE usability  | Mateos   | Jacker   | 08.06.2014 20:52 |              | 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      |



| #   | Project                | Tracker | Parent task | Status      | Priority | Subject  | Author   | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|-------------|-------------|----------|--|----------|----------|------------------|-------------|----------------|--------|
| 485 | EasyGen                | Task    |             | New         | Low      | Rename "EasyGen" to "ET: Legacy EasyGen"   | IR4T4    |          | 22.01.2014 20:09 |             | 1.4.5          | 0      |
| 484 | EasyGen                | Task    |             | New         | Normal   | Port to QT   | Jacker   |          | 15.01.2014 11:27 |             | 1.5.0          | 0      |
| 483 | EasyGen                | Task    |             | New         | Normal   | Drop MFC   | Jacker   | Jacker   | 15.01.2014 11:27 |             | 1.4.5          | 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      |
| 477 | ET: Legacy Development | Feature |             | New         | Normal   | Upgrade GeoIP country database to GeoLite2   | Radegast |          | 01.01.2019 16:56 | Mod QGAME   | 2.78           | 0      |
| 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     |
| 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      |
| 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      |
| 457 | ET: Legacy Development | Task    |             | New         | Normal   | Implement all the death animations   | Jacker   |          | 04.09.2016 12:55 | Mod CGAME   | 2.78           | 20     |
| 450 | ET: Legacy Development | Bug     |             | New         | Low      | unknown cmd userinfo   | Saukko   |          | 25.08.2015 16:33 | Client      | 2.78           | 50     |
| 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      |
| 431 | ET: Legacy Development | Bug     |             | In Progress | Normal   | Fix level.num_entities   | IR4T4    | IR4T4    | 19.01.2019 16:07 | Mod CGAME   | 2.78           | 50     |
| 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    |
| 414 | ET: Legacy Development | Feature |             | New         | Normal   | Add server /uptime cmd   | IR4T4    |          | 20.01.2016 19:17 | Server      | 2.78           | 50     |
| 406 | ET: Legacy Development | Bug     |             | Confirmed   | Normal   | Killed players are stuck on ladder   | Spyhawk  |          | 04.05.2019 12:05 | Mod generic | 2.78           | 10     |
| 394 | ET: Legacy Development | Bug     |             | In Progress | Normal   | Fix multiview feature  | Spyhawk  |          | 02.07.2017 11:59 | Mod generic | 2.78           | 50     |
| 393 | ET: Legacy Development | Bug     |             | New         | Low      | Fix skin loading issues  | IR4T4    |          | 29.12.2013 15:17 | Client      | 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      |
| 382 | ET: Legacy Development | Feature |             | New         | Normal   | renderer2: Loading screen  | Jacker   | Jacker   | 14.08.2018 11:28 | Client      | renderer2      | 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      |

| #   | Project                        | Tracker | Parent task | Status      | Priority | Subject   | Author   | Assignee  | Updated          | Category    | Target version | % Done |
|-----|--------------------------------|---------|-------------|-------------|----------|---|----------|-----------|------------------|-------------|----------------|--------|
| 375 | ET: Legacy Development         | Feature |             | New         | Normal   | Backport AltiVec optimizations from ioquake3                                      | BSzili   | BSzili    | 24.01.2014 18:50 | Client      | 2.78           | 60     |
| 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     |
| 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      |
| 366 | ET: Legacy Development         | Feature |             | New         | Normal   | Scriptable fx and particle systems  | Jacker   | Jacker    | 14.10.2013 13:59 | Mod CGAME   | 2.78           | 0      |
| 363 | ET: Legacy Development         | Feature |             | New         | Normal   | Add a window to UI to deal with IRC   | IR4T4    |           | 31.12.2013 14:28 | Client      | 2.78           | 0      |
| 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     |
| 348 | ET: Legacy Development         | Feature |             | New         | High     | Authentication system   | Jacker   | Jacker    | 17.02.2015 15:24 | General     | 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      |
| 322 | ET: Legacy Development         | Feature |             | New         | Normal   | renderer 2: Soft Particles  | Jacker   | TheDushan | 09.04.2018 12:05 | Client      | renderer2      | 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      |
| 313 | ET: Legacy Development         | Bug     |             | New         | Normal   | Moustrate/FPS dependant turnsread   | S3ti     |           | 12.07.2013 04:14 |             | 2.78           | 0      |
| 306 | ET: Legacy Development         | Feature |             | New         | Normal   | ETpro* like antilag   | Jacker   |           | 17.05.2013 10:04 | Mod CGAME   | 2.78           | 0      |
| 305 | ET: Legacy Development         | Feature |             | New         | Normal   | ETPro-like server & match config system   | Jacker   |           | 01.03.2015 00:12 | Mod QGAME   | 2.78           | 20     |
| 304 | Lua scripts for the Legacy mod | Feature |             | New         | Normal   | Implement g_teamDamageRestriction   | IR4T4    |           | 05.09.2013 23:29 |             | ALL            | 0      |
| 301 | ET: Legacy Development         | Bug     |             | New         | Normal   | session<NUM> and sessionstats<NUM> cvars are not cleaned/reset after /map_restart | IR4T4    |           | 09.08.2015 11:12 | Mod generic | 2.78           | 0      |
| 300 | ET: Legacy Development         | Task    |             | New         | Low      | Tweak default client config   | Dragonji |           | 12.07.2013 04:14 | Client      | 2.78           | 0      |
| 292 | ET: Legacy Development         | Feature |             | New         | Normal   | Location Data commands from ETpro* - dd locations editor                          | Harlekin |           | 04.11.2014 07:55 | Mod generic | 2.78           | 0      |
| 285 | ET: Legacy Development         | Bug     |             | New         | Normal   | Make sv_fps independent from the code   | Spyhawk  |           | 22.12.2014 02:05 | Server      | ALL            | 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      |

| #   | Project                | Tracker | Parent task | Status      | Priority | Subject   | Author     | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|-------------|-------------|----------|---|------------|----------|------------------|-------------|----------------|--------|
| 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     |
| 268 | ET: Legacy Development | Bug     |             | New         | Normal   | WH prediction anomalies / bugged compass- and commandmap            | IR4T4      |          | 22.02.2015 12:23 | Server      | ALL            | 10     |
| 267 | ET: Legacy Development | Feature |             | New         | Normal   | map specific player skins   | IR4T4      |          | 06.01.2019 19:18 | Mod generic | ALL            | 0      |
| 266 | ET: Legacy Development | Bug     |             | New         | Low      | fs_game does not recognize profile                                  | lottin     |          | 20.03.2017 16:18 | Client      | 2.78           | 70     |
| 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    |
| 248 | ET: Legacy Development | Bug     |             | New         | Normal   | Flame shader bug  | Niek       |          | 16.05.2013 11:14 | 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      |
| 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      |
| 229 | ET: Legacy Development | Feature |             | New         | Normal   | Add support of ETTV (ETpro*)  | IR4T4      |          | 06.03.2017 00:28 | Mod QAGAME  | ALL            | 0      |
| 224 | ET: Legacy Development | Bug     |             | New         | Normal   | Smoke and water   | IR4T4      |          | 08.10.2017 14:18 | General     | ALL            | 0      |
| 223 | ET: Legacy Development | Bug     |             | New         | Normal   | Fix OpenBSD issues  | IR4T4      |          | 11.10.2015 10:34 | General     | ALL            | 0      |
| 218 | ET: Legacy Development | Task    |             | New         | Normal   | Replace assets with our own   | Jacker     |          | 09.12.2017 22:00 | General     | ALL            | 54     |
| 217 | ET: Legacy Development | Bug     |             | New         | Normal   | FIX omnibot.cfg access for listen servers                           | IR4T4      |          | 05.02.2018 16:43 | General     | 2.78           | 20     |
| 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     |
| 189 | ET: Legacy Development | Bug     |             | New         | Normal   | Fix/inspect erros/warnings of stock maps                            | IR4T4      |          | 02.02.2013 12:33 | Mod CGAME   | ALL            | 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     |
| 173 | ET: Legacy Development | Feature |             | New         | Normal   | CamTrace3D Support  | acqu       |          | 08.08.2015 21:08 | Client      | ALL            | 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      |
| 141 | ET: Legacy Development | Feature |             | New         | Low      | Create ET:L intro movie   | Radegast   | Jacker   | 08.08.2015 20:43 | Client      | ALL            | 0      |

| #   | Project                | Tracker | Parent task                        | Status      | Priority | Subject   | Author     | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|------------------------------------|-------------|----------|---|------------|----------|------------------|-------------|----------------|--------|
| 137 | ET: Legacy Development | Bug     |                                    | Feedback    | Normal   | r_depthbits 32 -> render @ 0-1fps   | boutetnico |          | 15.03.2016 08:57 | Client      | 2.78           | 50     |
| 119 | ET: Legacy Development | Feature |                                    | New         | Low      | In-game VoIP support  | RaFaL      |          | 08.08.2015 20:45 | General     | ALL            | 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      |
| 98  | ET: Legacy Development | Feature |                                    | New         | Normal   | Inspect/add prediction code...  | IR4T4      |          | 13.01.2017 13:15 | Mod QAGAME  | 2.78           | 0      |
| 55  | ET: Legacy Development | Task    |                                    | New         | Low      | Improve source code documentation   | Radegast   | Aranud   | 29.03.2017 16:22 | General     | ALL            | 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     |
| 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     |
| 48  | ET: Legacy Development | Task    |                                    | New         | Normal   | Refactor SVC_BucketForAddress   | IR4T4      |          | 08.08.2015 20:48 | Server      | 2.78           | 0      |
| 46  | ET: Legacy Development | Task    |                                    | New         | Normal   | Nightly builds  | Radegast   |          | 24.12.2015 16:43 | General     | ALL            | 10     |
| 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     |
| 36  | ET: Legacy Development | Feature |                                    | In Progress | Normal   | Guid Masterserver   | Sol        |          | 08.08.2015 20:49 | General     | ALL            | 80     |
| 15  | ET: Legacy Development | Feature |                                    | New         | Low      | Make va() buffer size safe  | IR4T4      |          | 08.08.2015 20:46 | General     | ALL            | 0      |