

## Issues

| #    | Project                | Tracker | Parent task | Status      | Priority  | Subject  | Author   | Assignee | Updated          | Category     | Target version | % Done |
|------|------------------------|---------|-------------|-------------|-----------|--|----------|----------|------------------|--------------|----------------|--------|
| 1183 | ET: Legacy Development | Bug     |             | New         | Immediate | broken nextmap command in gametype 4               | Harlekin |          | 21.01.2019 10:13 | Mod generic  | 2.77           | 0      |
| 1053 | ModelTool              | Bug     |             | In Progress | Immediate | Ability to rotate tags one by one                  | thunder  |          | 02.06.2018 23:07 |              |                | 50     |
| 987  | ET: Legacy Development | Bug     |             | Feedback    | Immediate | Server crash                                       | Spyhawk  |          | 14.02.2019 13:06 | Server       | 2.78           | 10     |
| 1245 | ET: Legacy Development | Bug     |             | New         | Urgent    | Bad command byte for client warning                | Spyhawk  |          | 07.04.2019 19:51 | Server       | 2.77           | 0      |
| 1243 | ET: Legacy Development | Bug     |             | New         | Urgent    | Server crash related to filesystem access          | Spyhawk  |          | 12.04.2019 18:24 | Server       | 2.77           | 0      |
| 1221 | ET: Legacy Development | Bug     |             | New         | Urgent    | Client doesn't like path with non-ASCII characters | Spyhawk  |          | 20.03.2019 18:08 | Client       | 2.77           | 0      |
| 1220 | ET: Legacy Development | Bug     |             | New         | High      | Bots with MG42 not facing the right direction      | Spyhawk  |          | 15.03.2019 14:37 | Mod generic  | 2.77           | 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      |
| 1192 | ET: Legacy Development | Task    |             | New         | High      | Release 2.77 "Capture the city!"                   | IR4T4    |          | 18.04.2019 14:34 | General      | 2.77           | 20     |
| 1135 | ET: Legacy Development | Bug     |             | New         | High      | CL_ParseServerMessage crash                        | Spyhawk  |          | 06.03.2019 23:41 | Client       | 2.77           | 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     |
| 854  | ET: Legacy Development | Bug     |             | Feedback    | High      | Fix stopwatch doesn't start after map end          | IR4T4    | ryven    | 19.01.2019 00:47 | Mod QAGAME   | 2.77           | 100    |
| 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      |
| 348  | ET: Legacy Development | Feature |             | New         | High      | Authentication system                              | Jacker   | Jacker   | 17.02.2015 15:24 | General      | 2.78           | 0      |
| 1250 | ET: Legacy Development | Task    |             | New         | Normal    | Reorganize demo related CVARs                      | keMoN    |          | 17.04.2019 23:50 | Mod generic  | 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      |
| 1241 | ET: Legacy Development | Bug     |             | New         | Normal    | Rename &g_log internal variable.                   | Spyhawk  |          | 01.04.2019 19:16 | General      | 2.77           | 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      |

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|------|------------------------|---------|-------------|-----------------|----------|--|----------|----------|------------------|--------------|----------------|--------|
| 1232 | ET: Legacy Development | Feature |             | New             | Normal   | Add voting/referee option to extend time of a match              | artium   |          | 02.04.2019 10:59 | Mod generic  | 2.77           | 0      |
| 1230 | ET: Legacy Development | Feature |             | New             | Normal   | Add dynamic server blacklist                                     | Spyhawk  |          | 02.04.2019 17:18 | Client       | 2.78           | 0      |
| 1228 | ET: Legacy Development | Bug     |             | New             | Normal   | Can cast multiple votes on a single map                          | Spyhawk  |          | 14.04.2019 12:07 | Mod generic  | 2.77           | 0      |
| 1225 | ET: Legacy Development | Task    |             | New             | Normal   | Add cgame/qgame version check                                    | Spyhawk  |          | 28.03.2019 10:08 | Mod generic  | 2.77           | 0      |
| 1211 | ET: Legacy Development | Bug     |             | New             | Normal   | Segfault on client linux x64 at startup (master branch)          | Ododo    |          | 01.03.2019 15:14 | Client       | 2.77           | 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     |             | In Progress     | Normal   | Crouch makes the door open to the wrong direction (Linux 32 bit) | Harlekin |          | 21.03.2019 18:38 | Mod generic  | 2.77           | 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      |
| 1201 | ET: Legacy Development | Bug     |             | New             | Normal   | Improve/extend hitsounds   | IR4T4    |          | 14.02.2019 11:35 | Mod generic  | 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      |
| 1193 | ET: Legacy Development | Bug     |             | New             | Normal   | OSX is dropping frames ... *SDL related*                         | IR4T4    |          | 22.03.2019 10:26 | Libs         | 2.77           | 0      |
| 1190 | ET: Legacy Development | Bug     |             | New             | Normal   | segmentation fault on start                                      | tiffie   |          | 24.01.2019 23:20 | General      | 2.78           | 0      |
| 1189 | ET: Legacy Development | Bug     |             | New             | Normal   | ref command does not work in server console                      | Harlekin |          | 23.01.2019 18:26 | Mod QAGAME   | 2.77           | 0      |
| 1188 | ET: Legacy Development | Bug     |             | New             | Normal   | Centerprint inserts awkward newlines                             | Timothy  |          | 01.03.2019 15:14 | 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      |
| 1185 | ET: Legacy Development | Bug     |             | New             | Normal   | Adjust total server number in browser.                           | Spyhawk  |          | 14.02.2019 11:34 | Mod UI       | 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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|------|------------------------|---------|---|-------------|----------|---|---------|----------|------------------|-------------|----------------|--------|
| 1178 | ET: Legacy Development | Task    |   | New         | Normal   | Improve translation consistency   | Timothy | Timothy  | 14.02.2019 11:38 | General     | 2.78           | 0      |
| 1177 | ET: Legacy Development | Feature |   | New         | Normal   | Make players' stats of 2nd round of stopwatch add up to stats of 1st round of stopwatch                     | Bystry  | Spyhawk  | 14.02.2019 11:37 | Mod generic | 2.78           | 0      |
| 1176 | ET: Legacy Development | Bug     |   | New         | Normal   | NUMLOCK 5 status fails *SDL related*  | IR4T4   |          | 22.03.2019 10:34 | Libs        | 2.78           | 0      |
| 1174 | ET: Legacy Development | Feature |   | New         | Normal   | Increase slightly the height of wounded player's hitbox   | Bystry  |          | 14.04.2019 16:28 | Mod generic | 2.77           | 0      |
| 1173 | ET: Legacy Development | Feature |   | New         | Normal   | Make effects display options consistent   | Spyhawk |          | 18.01.2019 14:07 | Mod CGAME   | 2.77           | 0      |
| 1172 | ET: Legacy Development | Feature |   | New         | Normal   | Reduce damage and knock-back dealt by grenades/rifle grenades/explosives                                    | Bystry  |          | 15.04.2019 19:38 | Mod QAGAME  | 2.77           | 0      |
| 1170 | ET: Legacy Development | Bug     |   | Confirmed   | Normal   | Only campaigns in map list when referee   | swecide |          | 05.02.2019 19:17 | Mod QAGAME  | 2.77           | 0      |
| 1169 | ET: Legacy Development | Feature |   | New         | Normal   | Add a quick (buy) weapon selection dialog   | IR4T4   |          | 24.01.2019 14:19 | Mod CGAME   | 2.78           | 0      |
| 1167 | ET: Legacy Development | Feature |   | New         | Normal   | Make wounded players take 113 damage (6 shots) to force into limbo regardless of damage received previously | Bystry  |          | 17.01.2019 12:44 | Mod QAGAME  | 2.77           | 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    | 20.01.2019 16:30 |             | 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 |          | 14.02.2019 11:38 | Mod CGAME   | 2.78           | 0      |

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| 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  |          | 13.04.2019 13:31 | 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  |          | 14.02.2019 11:36 | Client       | 2.78           | 0      |
| 1147 | ET: Legacy Development | Feature |  | New         | Normal   | Add weapon toss sound (bouncing)                         | IR4T4    | Aranud   | 14.02.2019 11:21 | Mod generic  | 2.78           | 0      |
| 1143 | ET: Legacy Development | Feature |  | New         | Normal   | floodMaxCommands   | Harlekin |          | 28.12.2018 02:05 | Server       | 2.78           | 0      |
| 1139 | ET: Legacy Development | Feature | Feature #403: Add bayesian skill rating                        | New         | Normal   | Add promotion announcement with Skill Rating             | Spyhawk  | Spyhawk  | 31.03.2019 16:39 | Mod CGAME    | 2.78           | 0      |
| 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      |
| 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      |
| 1122 | ET: Legacy Development | Bug     |  | New         | Normal   | include forcetapout in grenade / artillery explosion     | keMoN    |          | 30.10.2018 15:50 | Mod generic  | 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     |
| 1120 | ET: Legacy Development | Bug     |  | New         | Normal   | cg_debugPlayerHitbox doesn't show all & correct hitboxes | IR4T4    |          | 22.10.2018 12:18 | Mod CGAME    | 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      |
| 1117 | ET: Legacy Development | Feature |  | New         | Normal   | Shrink CS_SYSTEMINFO                                     | IR4T4    |          | 16.10.2018 00:13 | Mod generic  | 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      |
| 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      |

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| 1111 | ET: Legacy Development | Bug     |                              | New    | Normal   | Improve console language support   | N3rwiZ  |          | 22.09.2018 16:55 | Mod UI      | Behind 2.60b / protocol 84 | 0      |
| 1110 | ET: Legacy Development | Feature |                              | New    | Normal   | UI Windows to expand for better text display                               | N3rwiZ  |          | 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      |
| 1104 | ET: Legacy Development | Bug     |                              | New    | Normal   | icetaps on railgun is not rendered properly                                | thunder | thunder  | 14.09.2018 13:13 |             | renderer2                  | 0      |
| 1103 | ET: Legacy Development | Bug     |                              | New    | Normal   | missing normalmapping on ponds   | thunder | thunder  | 26.08.2018 21:20 |             | 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      |
| 1080 | ET: Legacy Development | Bug     |                              | New    | Normal   | Fix r_rimlighting & Render_vertexLighting_DBS_entity/ST_DI FFUSEMAP 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      |

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| 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      |
| 1061 | ET: Legacy Development | Bug     |  | New         | Normal   | ETL wont start with multiple screen devices                                     | IR4T4    |          | 14.02.2019 11:33 | Client      | 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   | Normal   | Can't load ui_mp_x86.dll because of spaces/accents on user folder on windows 10 | lixoaqui |          | 28.02.2018 13:58 | Client      | 2.78           | 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   | Normal   | renderer2: Lower clouds speed / fix animation speed                             | IR4T4    |          | 14.08.2018 11:15 | Client      | renderer2      | 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     |          | 31.01.2018 17:01 | General     | ALL            | 0      |
| 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  | 12.02.2019 20:45 |             | 2.78           | 0      |
| 1027 | ET: Legacy Development | Bug     |  | Confirmed   | Normal   | r_dynamicBspOcclusionCulling 1 causes texture rendering lags                    | IR4T4    |          | 05.04.2018 10:54 | Client      | renderer2      | 10     |
| 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      |

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| 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      |
| 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     |
| 983  | ET: Legacy Development | Feature |  | New       | Normal   | Spotting disguised enemies with binocs                | keMoN   | Spyhawk  | 02.07.2017 11:46 | Mod generic | 2.78           | 0      |
| 981  | ET: Legacy Development | Bug     |  | Confirmed | Normal   | Some characters don't appear in chat                  | Spyhawk |          | 18.04.2019 11:20 | Mod generic | 2.78           | 0      |
| 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 .mds  | Jacker  | Jacker   | 09.11.2016 13:08 |             |                | 0      |
| 963  | ModelTool              | Feature |  | New       | Normal   | Full FBX support                                      | Jacker  | Jacker   | 09.11.2016 13:04 |             |                | 0      |
| 949  | ET: Legacy Development | Feature |  | New       | Normal   | Reimplement (or drop) misc_flak?                      | IR4T4   |          | 16.01.2017 20:15 | 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      |
| 944  | ET: Legacy Development | Bug     |  | New       | Normal   | Fix ladder movement                                   | Spyhawk |          | 11.08.2018 12:11 | Mod generic | 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     |
| 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    |

| #   | Project                | Tracker | Parent task                                 | Status    | Priority | Subject   | Author   | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|---|-----------|----------|---|----------|----------|------------------|-------------|----------------|--------|
| 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      |
| 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      |
| 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      |
| 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      |
| 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      |
| 831 | ET: Legacy Development | Bug     |   | New       | Normal   | buggy client unicode translation support                          | Spyhawk  |          | 09.04.2015 11:09 | Client      | 2.78           | 0      |



| #   | Project                | Tracker | Parent task | Status   | Priority | Subject  | Author   | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|-------------|----------|----------|--|----------|----------|------------------|-------------|----------------|--------|
| 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      |
| 818 | ET: Legacy Development | Feature |             | New      | Normal   | Field ops airstrike/artillery availability indicator should be visible at all time   | Spyhawk  |          | 20.02.2015 11:05 | Mod generic | 2.78           | 0      |
| 812 | ET: Legacy Development | Feature |             | Feedback | Normal   | Move q3fill fix server side  | IR4T4    | Aranud   | 25.01.2018 00:23 | Server      | 2.78           | 90     |
| 807 | ET: Legacy Development | Bug     |             | New      | Normal   | MOD_SLIME is never used  | Spyhawk  |          | 17.04.2015 09:45 | Mod generic | 2.78           | 20     |
| 805 | ET: Legacy Development | Feature |             | New      | Normal   | add obituaries/popup filter  | Spyhawk  |          | 31.01.2015 15:18 | Mod CGAME   | 2.78           | 0      |
| 804 | ET: Legacy Development | Bug     |             | Feedback | Normal   | Fix restrictions   | IR4T4    |          | 06.01.2019 09:32 | Mod QAGAME  | 2.77           | 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     |
| 793 | ET: Legacy Development | Bug     |             | New      | Normal   | Weapon animations don't match with the sound when you got the skill to reload faster | Saukko   |          | 15.05.2015 09:15 | Mod generic | 2.78           | 0      |
| 788 | ET: Legacy Development | Bug     |             | New      | Normal   | ET:L starts windowed   | Lammert  |          | 20.01.2015 20:55 | Client      | 2.78           | 0      |
| 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      |
| 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      |
| 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      |
| 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   | Not possible to put oneself as spec in maxlives once lives are out                   | Saukko   |          | 17.12.2014 21:12 | Mod generic | 2.78           | 0      |
| 731 | ET: Legacy Development | Bug     |             | New      | Normal   | Tapout warning comes when trying to do it while gibbed in Max Lives                  | Saukko   |          | 17.12.2014 16:37 |             | 2.78           | 0      |
| 727 | ET: Legacy Development | Task    |             | New      | Normal   | Update update-installer cmake script for cross-compilation                           | Spyhawk  |          | 15.12.2014 19:20 | General     | ALL            | 0      |
| 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      |

| #   | Project                        | Tracker | Parent task | Status    | Priority | Subject   | Author   | Assignee | Updated          | Category    | Target version             | % Done |
|-----|--------------------------------|---------|-------------|-----------|----------|---|----------|----------|------------------|-------------|----------------------------|--------|
| 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   |          | 12.04.2017 17:12 | 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      |
| 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      |
| 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      |
| 631 | ET: Legacy Development         | Bug     |             | New       | Normal   | Explosion splash radius is sometimes bugged   | Saukko   |          | 10.04.2017 16:47 | Mod generic | 2.78                       | 0      |
| 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      |
| 553 | ET: Legacy Development         | Bug     |             | Confirmed | Normal   | renderer2: fix 'fogvars' fog / fog issues   | IR4T4    |          | 27.03.2018 10:55 | Client      | renderer2                  | 70     |
| 543 | WolfRadiant                    | Feature |             | New       | Normal   | Replace GTK with Qt   | Radegast |          | 24.05.2014 16:10 |             | 0.01                       | 0      |
| 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    |

| #   | Project                | Tracker | Parent task | Status      | Priority | Subject  | Author   | Assignee | Updated          | Category    | Target version | % Done |
|-----|------------------------|---------|-------------|-------------|----------|--|----------|----------|------------------|-------------|----------------|--------|
| 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      |
| 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      |
| 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      |
| 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      |
| 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      |
| 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      |
| 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      |
| 477 | ET: Legacy Development | Feature |             | New         | Normal   | Upgrade GeolP country database to GeoLite2   | Radegast |          | 01.01.2019 16:56 | Mod QAGAME  | 2.78           | 0      |
| 471 | ET: Legacy Development | Bug     |             | New         | Normal   | Can't switch the player you spectate when the current player is in reinforcement queue | Saukko   | Saukko   | 15.04.2019 19:36 | Mod generic | 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     |
| 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     |             | Feedback    | Normal   | Killed players are stuck on ladder   | Spyhawk  | Spyhawk  | 26.08.2015 09:53 | Mod generic | 2.78           | 80     |
| 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 |
|-----|--------------------------------|---------|-------------|-------------|----------|---|----------|-----------|------------------|-------------|----------------|--------|
| 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      |
| 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     |
| 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 turnspread  | 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 QAGAME  | 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      |
| 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  |           | 29.01.2018 16:19 | 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      |
| 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     |          | 28.01.2019 21:01 | Mod generic | 2.77           | 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      |
| 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      |
| 137 | ET: Legacy Development | Bug     |             | Feedback    | Normal   | r_depthbits 32 -> render @ 0-1fps   | boutetnico |          | 15.03.2016 08:57 | Client      | 2.78           | 50     |
| 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      |

| #    | Project                | Tracker | Parent task                        | Status          | Priority | Subject   | Author    | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|------------------------------------|-----------------|----------|---|-----------|----------|------------------|-------------|----------------|--------|
| 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     |
| 1251 | ET: Legacy Development | Bug     |                                    | Confirmed       | Low      | Blurred and pixelated hud icons with low picmip                                     | Bystry    |          | 18.04.2019 20:07 | Mod CGAME   | 2.77           | 50     |
| 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      |
| 1242 | ET: Legacy Development | Bug     |                                    | New             | Low      | Add dynamite counter indicator  | Spyhawk   |          | 08.04.2019 17:38 | Mod generic | 2.78           | 0      |
| 1240 | ET: Legacy Development | Task    |                                    | New             | Low      | Replace debug CVARs with Lua  | keMoN     |          | 17.04.2019 14:52 | 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   |          | 31.03.2019 18:06 | Mod CGAME   | 2.77           | 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      |
| 1233 | ET: Legacy Development | Bug     |                                    | New             | Low      | Cabinets are not affected by cg_autoActivate  | keMoN     |          | 31.03.2019 17:20 | Mod CGAME   | 2.78           | 0      |
| 1223 | ET: Legacy Development | Bug     |                                    | Can't reproduce | Low      | End screen wrongly displays spawn area  | Spyhawk   |          | 13.04.2019 10:30 | Mod generic | 2.78           | 0      |
| 1222 | ET: Legacy Development | Bug     |                                    | New             | Low      | Pins not displayed  | Spyhawk   |          | 22.03.2019 20:21 | Mod CGAME   | 2.77           | 0      |
| 1215 | ET: Legacy Development | Feature |                                    | New             | Low      | Implement cg_announcer and b_shovesounds CVARs                                      | Bystry    |          | 01.03.2019 17:31 | Mod CGAME   | 2.77           | 0      |

| #    | Project                | Tracker | Parent task | Status    | Priority | Subject   | Author   | Assignee | Updated          | Category    | Target version | % Done |
|------|------------------------|---------|-------------|-----------|----------|---|----------|----------|------------------|-------------|----------------|--------|
| 1212 | ET: Legacy Development | Bug     |             | New       | Low      | Disable flying rifle grenade sound  | Bystry   |          | 02.04.2019 18:55 | Mod CGAME   | 2.77           | 0      |
| 1191 | ET: Legacy Development | Task    |             | New       | Low      | Prevent windows installer to overwrite old installation                             | Spyhawk  |          | 14.02.2019 11:41 | General     | 2.78           | 0      |
| 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      |
| 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      |
| 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      |
| 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      |
| 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      |
| 1125 | ET: Legacy Development | Feature |             | New       | Low      | give players a slight glow  | keMoN    |          | 06.01.2019 00:32 | Mod CGAME   | 2.78           | 0      |
| 1123 | ET: Legacy Development | Bug     |             | New       | Low      | renderer2: thunder is bugged  | IR4T4    |          | 27.11.2018 18:10 | Renderer    | renderer2      | 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      |
| 1113 | ET: Legacy Development | Feature |             | New       | Low      | Legacy UI: Able to scroll Credits   | N3rwiZ   |          | 14.02.2019 11:36 | Mod UI      | 2.78           | 0      |
| 1094 | ET: Legacy Development | Bug     |             | New       | Low      | renderer2: Debris too big   | thunder  |          | 14.08.2018 11:15 |             | 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      |
| 1070 | ET: Legacy Development | Task    |             | New       | Low      | Clean console output format   | Spyhawk  |          | 08.02.2018 16:45 | General     | 2.78           | 0      |
| 1062 | ET: Legacy Development | Feature |             | New       | Low      | First Aid and Battle Sense skill lvl 1  | keMoN    | Aranud   | 20.04.2018 16:54 | Mod generic | 2.78           | 0      |
| 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      |
| 1052 | ET: Legacy Development | Bug     |             | New       | Low      | Door texture problem on Erdenberg_b2 map  | artium   |          | 13.03.2018 10:23 |             | renderer2      | 0      |

| #    | Project                        | Tracker | Parent task                                  | Status      | Priority | Subject  | Author   | Assignee | Updated          | Category    | Target version             | % Done |
|------|--------------------------------|---------|--|-------------|----------|--|----------|----------|------------------|-------------|----------------------------|--------|
| 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      |
| 1028 | ET: Legacy Development         | Task    |  | New         | Low      | Clean out renderer code  | thunder  |          | 17.04.2017 12:55 | General     | renderer2                  | 0      |
| 1026 | ET: Legacy Development         | Bug     |  | New         | Low      | renderer2: Fix y-axis glitch                                     | IR4T4    |          | 11.12.2018 21:42 | Client      | renderer2                  | 20     |
| 1013 | ET: Legacy Development         | Feature |  | New         | Low      | Add r_displayRefresh to the menus                                | IR4T4    |          | 14.02.2019 11:40 | Client      | 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      |
| 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  |          | 01.12.2016 15:52 |             | 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      |
| 941  | ET: Legacy Development         | Bug     |  | New         | Low      | Health isn't displayed when specing as spectator                 | Spyhawk  |          | 02.04.2017 16:56 | Mod CGAME   | 2.78                       | 20     |
| 924  | ET: Legacy Development         | Task    |  | New         | Low      | Test cube maps   | thunder  |          | 11.06.2017 08:55 | General     | renderer2                  | 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      |
| 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      |
| 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      |
| 850  | ET: Legacy Development         | Task    |  | New         | Low      | Merge duplicate functions of renderers                           | IR4T4    |          | 29.07.2015 17:03 | Client      | renderer2                  | 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 |
|-----|------------------------|---------|--|-------------|----------|--|-----------|----------|------------------|-------------|----------------|--------|
| 830 | ET: Legacy Development | Feature |  | New         | Low      | Console improvements   | Spyhawk   |          | 23.11.2015 13:58 | Client      | 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      |
| 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      |
| 760 | ET: Legacy Development | Bug     |  | New         | Low      | Pause issues   | Saukko    |          | 04.09.2016 12:18 | Mod CGAME   | 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    |          | 06.01.2019 09:42 | Mod generic | 2.77           | 100    |
| 729 | ET: Legacy Development | Bug     |  | In Progress | Low      | Bad filter address: localhost when Max Lives enabled               | Saukko    | IR4T4    | 29.06.2017 20:20 | Mod QAGAME  | 2.78           | 90     |
| 724 | ET: Legacy Development | Bug     |  | New         | Low      | In-game mouse cursor shows when opening voicecommand menu          | Saukko    |          | 14.12.2014 17:10 |             | 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      |
| 691 | ET: Legacy Development | Bug     |  | New         | Low      | Servers filters not accurate                                       | Spyhawk   |          | 03.12.2014 22:33 | Mod UI      | 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      |
| 642 | ET: Legacy Development | Bug     |  | New         | Low      | Changing class after new map doesn't show the text                 | Saukko    |          | 18.11.2015 18:17 | Client      | 2.78           | 0      |
| 639 | ET: Legacy Development | Bug     |  | New         | Low      | Colour name issues   | Saukko    |          | 21.11.2014 11:55 | Mod UI      | 2.78           | 60     |
| 630 | ET: Legacy Development | Bug     |  | Confirmed   | Low      | Landmine and dynamite hitbox                                       | Saukko    |          | 14.05.2018 00:12 | Mod CGAME   | 2.78           | 50     |

| #   | Project                | Tracker | Parent task | Status    | Priority | Subject   | Author   | Assignee | Updated          | Category     | Target version | % Done |
|-----|------------------------|---------|-------------|-----------|----------|---|----------|----------|------------------|--------------|----------------|--------|
| 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     |
| 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      |
| 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      |
| 518 | ET: Legacy Development | Bug     |             | New       | Low      | Shooting dead body makes sparks   | Saukko   |          | 04.09.2016 12:15 | Mod CGAME    | 2.78           | 80     |
| 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     |
| 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      |
| 489 | EasyGen                | Feature |             | New       | Low      | Integrate & Update WolfET Shader templates  | Mateos   | Mateos   | 08.06.2014 20:52 |              | 1.4.5          | 0      |
| 485 | EasyGen                | Task    |             | New       | Low      | Rename "EasyGen" to "ET: Legacy EasyGen"  | IR4T4    |          | 22.01.2014 20:09 |              | 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      |
| 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      |
| 450 | ET: Legacy Development | Bug     |             | New       | Low      | unknown cmd userinfo  | Saukko   |          | 25.08.2015 16:33 | Client       | 2.78           | 50     |
| 442 | ET: Legacy Development | Bug     |             | Confirmed | Low      | There's no possibility to go through all the letters in intermission chat         | Saukko   |          | 16.12.2015 18:21 | Mod CGAME    | 2.78           | 0      |
| 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      |
| 300 | ET: Legacy Development | Task    |             | New       | Low      | Tweak default client config   | Dragonji |          | 12.07.2013 04:14 | Client       | 2.78           | 0      |
| 266 | ET: Legacy Development | Bug     |             | New       | Low      | fs_game does not recognize profile  | lottin   |          | 20.03.2017 16:18 | Client       | 2.78           | 70     |
| 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    |

| #   | Project                | Tracker | Parent task | Status      | Priority | Subject                               | Author   | Assignee | Updated          | Category | Target version | % Done |
|-----|------------------------|---------|-------------|-------------|----------|---------------------------------------|----------|----------|------------------|----------|----------------|--------|
| 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     |
| 141 | ET: Legacy Development | Feature |             | New         | Low      | Create ET:L intro movie               | Radegast | Jacker   | 08.08.2015 20:43 | Client   | ALL            | 0      |
| 119 | ET: Legacy Development | Feature |             | New         | Low      | In-game VoIP support                  | RaFaL    |          | 08.08.2015 20:45 | General  | ALL            | 0      |
| 55  | ET: Legacy Development | Task    |             | New         | Low      | Improve source code documentation     | Radegast | Aranud   | 29.03.2017 16:22 | General  | ALL            | 50     |
| 15  | ET: Legacy Development | Feature |             | New         | Low      | Make va() buffer size safe            | IR4T4    |          | 08.08.2015 20:46 | General  | ALL            | 0      |