

Issues

| # | Project | Tracker | Status | Priority | Author | Subject | Assignee | Updated |
|------|---------|-----------------------|-------------------|----------|-------------|---|----------|---------------------|
| 2172 | ISXEQ2 | Bug | New | Normal | Kannkor | Actor.Effect[query freezes the instance (crash) | Amadeus | 2021-04-21 01:16 PM |
| 2264 | ISXEQ2 | Feature - Enhancement | New | Normal | Kannkor | adornment item / toiteminfo | Amadeus | 2024-01-07 02:03 PM |
| 2221 | ISXEVE | Feature - New | In Progress | Normal | Noobbotter | Allow the interaction with Planetary Interaction UI. | Amadeus | 2023-06-18 02:06 PM |
| 1251 | ISXEVE | Feature - New | Feedback Required | Normal | gregz | Bookmark Copy feature | Amadeus | 2015-04-07 04:45 AM |
| 1200 | ISXEVE | Feature - New | In Progress | Low | draupner | Contract support | Amadeus | 2017-08-25 01:55 PM |
| 2263 | ISXEQ2 | Bug | New | Normal | Kannkor | Crash when clicking entries in eq2uipage singleuserresearcher window | Amadeus | 2024-01-04 11:40 PM |
| 2187 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | CurrentCharges returns 0 for energy weapons when crystal is loaded. | Amadeus | 2021-12-22 05:10 AM |
| 2191 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | Energy weapon range update delay when switching ammos. | Amadeus | 2021-12-22 05:48 AM |
| 2189 | ISXEVE | Bug | In Progress | Normal | smokemonkey | Entity.IsAbandoned does not work with Cargo Container and Wrecks, and not working with EntityQuery. | Amadeus | 2021-12-22 01:25 AM |
| 2190 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | Entity[id]:GetCargo does not work with wrecks while it works with Cargo Containers | Amadeus | 2021-12-27 05:50 AM |
| 1176 | ISXEVE | Feature - Enhancement | Feedback Required | Low | Stealthy | Epic Arc Mission Support | Amadeus | 2014-09-30 03:16 AM |
| 2271 | ISXEQ2 | Bug | New | Normal | Kannkor | eq2window .IsVisible crash | Amadeus | 2024-03-04 05:59 PM |
| 2188 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | ExplosionRadius and ExplosionVelocity returns NULL for missiles | Amadeus | 2021-12-22 05:16 AM |
| 2186 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | Item.BasePrice is returning 0 | Amadeus | 2021-12-22 05:04 AM |
| 2155 | ISXEQ2 | Bug | New | Normal | rawfle | Oddities with \${Me.IsRunning} and \${Me.IsWalking} | Amadeus | 2020-08-15 01:16 AM |