

## Issues

| #    | Project | Tracker               | Status      | Priority | Author | Subject   | Assignee | Updated             |
|------|---------|-----------------------|-------------|----------|--------|---|----------|---------------------|
| 1536 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | EQ2Aliases.xml  |          | 2024-01-11 07:05 AM |
| 2226 | OgreBot | Bug                   | Implemented | Normal   | user01 | Cast Stack: Configurable Concentration Thresholds for Buff/NoncombatBuff                |          | 2023-07-28 02:58 PM |
| 2056 | OgreBot | Bug                   | Implemented | Normal   | user01 | ogre doesn't autoclose allaccess popup window and/or provide command to do so           |          | 2018-07-06 03:32 AM |
| 2073 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | Option to specify which Revive choice to use  |          | 2018-07-06 02:56 AM |
| 2084 | OgreBot | Feature - New         | Implemented | Normal   | user01 | Uplink option to disable cast stack items   |          | 2018-05-24 03:37 PM |
| 1517 | OgreBot | Feature - New         | Implemented | Normal   | user01 | Delete named points from map files.   |          | 2018-04-06 03:06 PM |
| 1573 | OgreBot | Feature - New         | Implemented | Normal   | user01 | oc !c -DelayedCastAbility forWho delayLength abilityName                                |          | 2018-04-06 03:04 PM |
| 1733 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | Multiple qualifiers in forWho clause in OC commands                                     |          | 2018-04-06 03:01 PM |
| 1452 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | ForWho parameter for OC commands  |          | 2017-01-12 06:13 PM |
| 1612 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | Alias by class / archetype  |          | 2016-12-24 07:42 AM |
| 1740 | OgreBot | Feature - New         | Implemented | Normal   | user01 | OC command to reset all chests/corpses to 'not yet opened'                              |          | 2016-12-24 07:28 AM |
| 1566 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | ogre depot (spell depot)  |          | 2016-08-15 06:40 PM |
| 1478 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | Cast Stack Groups, or Identifiers, for activating/deactivating abilities                |          | 2016-07-16 12:37 PM |
| 1451 | ISXEQ2  | Feature - New         | Implemented | Normal   | user01 | Quest Journal TLO   |          | 2016-06-21 05:17 PM |
| 1584 | OgreBot | Feature - New         | Implemented | Normal   | user01 | API to modify alias tab itself (as opposed to alias values)                             | Kannkor  | 2016-06-17 04:10 AM |
| 1611 | OgreBot | Feature - New         | Implemented | Normal   | user01 | Method/Member to tell if a character is in your eq2chars list.                          |          | 2016-06-07 12:04 PM |
| 1442 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | Zonedoor 'for who'  |          | 2015-11-25 02:09 PM |
| 1457 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | Alias Scoping   |          | 2015-11-25 02:08 PM |
| 1443 | OgreBot | Feature - Enhancement | Implemented | Normal   | user01 | Ogre Console - prevent window from opening on receive broadcast                         |          | 2015-08-16 10:10 PM |
| 2125 | ISXEQ2  | Feature - Enhancement | Resolved    | Normal   | user01 | Provide "item" data from Lootwindow   |          | 2020-01-03 01:13 AM |
| 2126 | ISXEQ2  | Bug                   | Resolved    | Normal   | user01 | Location for Inventory item is returning as "Unknown--99"                               |          | 2020-01-02 09:18 PM |
| 1765 | ISXEQ2  | Bug                   | Resolved    | Normal   | user01 | RewardWindow TLO not populating correctly, :Accept causes client crash                  |          | 2017-01-10 10:40 AM |
| 1554 | ISXEQ2  | Bug                   | Resolved    | Normal   | user01 | Me.Inventory[<item>]:Equip tries to use item from bank instead of inventory             | Amadeus  | 2015-12-24 12:40 AM |
| 2089 | ISXEQ2  | Bug                   | Closed      | Normal   | user01 | \$(Me.Exp) and \$(Me.TSExp) and related (exp points, and points to level) are incorrect |          | 2019-12-25 08:55 PM |
| 1757 | ISXEQ2  | Bug                   | Closed      | Normal   | user01 | .EffectString / .NumEffectStrings not available for items in loot window                | Amadeus  | 2017-01-22 09:31 PM |
| 1739 | ISXEQ2  | Bug                   | Rejected    | Normal   | user01 | Dev-Build Issue - EQ2UIPage[Inventory,Loot] Issues                                      |          | 2016-12-21 01:14 PM |