

Issues

| # | Project | Tracker | Status | Priority | Author | Subject | Assignee | Updated |
|------|---------|-----------------------|-------------------|----------|-------------|---|----------|---------------------|
| 2193 | ISXEVE | Feature - Enhancement | New | Normal | smokemonkey | split the warp in autppilot into mutiple steps | | 2023-11-14 06:57 AM |
| 2197 | ISXEVE | Bug | Resolved | Normal | smokemonkey | Item 'IsRepackable' attribute is FALSE when it should be TRUE | | 2022-05-14 11:49 PM |
| 2198 | ISXEVE | Bug | New | Normal | smokemonkey | Effectiveness Falloff is not retrieved for Heavy Stasis Grapplers | | 2021-12-27 11:11 PM |
| 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 |
| 2191 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | Energy weapon range update delay when switching ammos. | Amadeus | 2021-12-22 05:48 AM |
| 2188 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | ExplosionRadius and ExplosionVelocity returns NULL for missiles | Amadeus | 2021-12-22 05:16 AM |
| 2187 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | CurrentCharges returns 0 for energy weapons when crystal is loaded. | Amadeus | 2021-12-22 05:10 AM |
| 2186 | ISXEVE | Bug | Feedback Required | Normal | smokemonkey | Item.BasePrice is returning 0 | Amadeus | 2021-12-22 05:04 AM |
| 2196 | ISXEVE | Bug | New | Normal | smokemonkey | Module:UnloadToCargo and Module:ReloadAll is not functioning. | | 2021-12-22 01:53 AM |
| 2195 | ISXEVE | Feature - Enhancement | New | Normal | smokemonkey | Bring back LastClickedTime for module. | | 2021-12-22 01:50 AM |
| 2194 | ISXEVE | Feature - Enhancement | New | Normal | smokemonkey | split Module:ToggleOverload method to ToggleOverloadOn and ToggleOverloadOff | | 2021-12-22 01:45 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 |
| 2192 | ISXEVE | Feature - New | New | Normal | smokemonkey | Add 'Variation Parent Type ID' attribute to items | | 2021-12-22 01:17 AM |
| 2199 | ISXEVE | Bug | New | Low | smokemonkey | Wreck Type Should Match the In Game Info | | 2022-01-01 01:54 AM |