

## 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 |