

Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
2193	ISXEVE	Feature - Enhancement	New	Normal	smokemonkey	split the warp in autppilot into mutple steps		2023-11-14 06:57 AM
2198	ISXEVE	Bug	New	Normal	smokemonkey	Effectiveness Falloff is not retrieved for Heavy Stasis Grapplers		2021-12-27 11:11 PM
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
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
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
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