

## Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
1219	ISXEQ2	Bug	Resolved	Urgent	Kannkor	Crash on zoning into Antonica		2014-10-13 01:48 PM
2251	ISXEQ2	Bug	Resolved	High	Kannkor	2023/11/14 Patch broke QuestJournalWindow	Amadeus	2023-11-16 01:03 AM
2171	ISXEQ2	Bug	Resolved	High	Kannkor	2021/03/30 - Crash with Item.Adornment[#]	Amadeus	2021-03-31 10:40 PM
2109	ISXEQ2	Bug	Resolved	High	Kannkor	Reward Window crash	Amadeus	2018-12-06 10:33 AM
1922	ISXEQ2	Bug	Resolved	High	Kannkor	ToRecipeInfo broken in 20170620.0001 patch		2017-06-21 03:21 AM
1189	ISXEQ2	Bug	Closed	High	Kannkor	Me.Pet returns NULL	Amadeus	2014-09-29 02:11 AM
1181	ISXEQ2	Bug	Closed	High	Kannkor	20140923.0017 Bugs	Amadeus	2014-09-28 12:27 AM
2271	ISXEQ2	Bug	New	Normal	Kannkor	eq2window .IsVisible crash	Amadeus	2024-03-04 05:59 PM
2269	ISXEQ2	Bug	New	Normal	Kannkor	EQ2UIPage - Support for proper naming		2024-02-14 10:23 PM
2265	ISXEQ2	Bug	New	Normal	Kannkor	Actor[id,0] -> Should return NULL, it returns your current character		2024-02-11 11:13 AM
2263	ISXEQ2	Bug	New	Normal	Kannkor	Crash when clicking entries in eq2uipage singleuserresearcher window	Amadeus	2024-01-04 11:40 PM
2247	ISXEQ2	Bug	New	Normal	Kannkor	Face on actors/loc/# doesn't work properly on non-standard actors / boats/lifts		2023-11-06 03:23 PM
2223	ISXEQ2	Bug	Resolved	Normal	Kannkor	\$(ContainerWindow.Item[1].IsItemInfoAvailable) doesn't return data	Amadeus	2023-10-31 02:09 PM
2244	ISXEQ2	Bug	Resolved	Normal	Kannkor	Maintained -> .DamageRemaining always reports 0	Amadeus	2023-10-29 09:17 PM
2230	ISXEQ2	Bug	Resolved	Normal	Kannkor	\$(RewardWindow.Reward[#].LinkID) returns 0	Amadeus	2023-05-06 11:59 AM
2210	ISXEQ2	Bug	Resolved	Normal	Kannkor	iteminfo.EffectName[#] reporting incorrectly > 1		2022-05-17 07:32 PM
2172	ISXEQ2	Bug	New	Normal	Kannkor	Actor.Effect[query freezes the instance (crash)]	Amadeus	2021-04-21 01:16 PM
2086	ISXEQ2	Bug	Closed	Normal	Kannkor	Crash since patch 6/19/2018 - RewardWindow	Amadeus	2019-12-25 08:56 PM
2122	ISXEQ2	Bug	Resolved	Normal	Kannkor	EQ2UI - :DoubleClick not working		2019-12-25 02:28 PM
2123	ISXEQ2	Bug	Resolved	Normal	Kannkor	2019.12.17 - Expansion Patch bug - Heirloom		2019-12-24 01:43 PM
2121	ISXEQ2	Bug	Resolved	Normal	Kannkor	2019.12.17 - Expansion Patch bugs		2019-12-24 10:04 AM
2106	OgreBot	Bug	New	Normal	Kannkor	ogre zone resetter		2018-11-23 01:09 PM
2083	ISXEQ2	Bug	Resolved	Normal	Kannkor	2018/05/24 Patch - Things to fix		2018-05-24 06:18 PM
1780	ISXEQ2	Bug	Closed	Normal	Kannkor	LootWindow[[\$_LootWindowID]].ItemsPage.Child[{\$(ChildrenCounter)}]:LeftClick - Opens Dressing room		2017-01-19 08:35 AM
1763	ISXEQ2	Bug	Resolved	Normal	Kannkor	RecipeInfo - Clear Cache on inventory update		2017-01-10 10:40 AM
1674	ISXEQ2	Bug	Resolved	Normal	Kannkor	CheckCollision always returning FALSE		2016-08-24 04:58 PM
1682	ISXEQ2	Bug	Resolved	Normal	Kannkor	Me.Inventory now fails to find containers	Amadeus	2016-08-02 12:48 AM
1636	ISXEQ2	Bug	Resolved	Normal	Kannkor	20160614.0006 - RewardWindow doesn't work		2016-06-20 05:11 PM
1624	ISXEQ2	Bug	Resolved	Normal	Kannkor	20160614.0001 - Items showing as NO TRADE when tradable		2016-06-17 07:43 PM
1625	ISXEQ2	Bug	Resolved	Normal	Kannkor	20160614.0001 - Crash with GetOptions		2016-06-17 06:09 PM
1631	ISXEQ2	Bug	Implemented	Normal	Kannkor	20160614.0001 - Actor Effect / NumEffects do not work		2016-06-17 03:17 PM

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1429	ISXIM	Bug	New	Normal	Kannkor	ISXIM event: IRC_NickJoinedChannel		2015-07-08 11:09 PM
1277	ISXEQ2	Bug	Resolved	Normal	Kannkor	Crafting: Mass Production	Amadeus	2014-11-16 05:38 PM
1265	ISXEQ2	Bug	Resolved	Normal	Kannkor	actor .EncounterSize returning odd data.	Amadeus	2014-11-06 01:53 AM
1193	OgreBot	Bug	Resolved	Normal	Kannkor	MainIconID for actor		2014-10-03 06:00 AM
1244	ISXEQ2	Bug	Resolved	Low	Kannkor	Chat events ( EQ2_onIncomingChatText and EQ2_onIncomingText ) Fire multiple times	Amadeus	2014-10-21 06:40 PM
2135	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Place Actors on the ground (decorating)	Amadeus	2023-12-27 11:54 PM
2258	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Put datatype unknown values into an array that can be iterated	Amadeus	2023-12-20 05:15 PM
2254	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Me.Pitch - Camera Angles	Amadeus	2023-12-14 01:22 AM
2255	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Actor.ToolTip (.HoverOver?)	Amadeus	2023-12-13 11:59 PM
2150	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Add: ISXEQ2:ClearRecipeCache		2021-07-30 09:29 AM
1778	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Quest Feathers on Actors		2020-01-04 01:57 PM
1779	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Quest Markers on Actors		2020-01-01 02:52 PM
1895	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Familiars - Access to them		2019-12-31 06:30 PM
2103	ISXEQ2	Feature - New	Resolved	Normal	Kannkor	New item method: Infuse		2019-12-26 12:44 PM
1771	OgreBot	Feature - New	Rejected	Normal	Kannkor	KA crafting weekly		2018-04-06 02:59 PM
2025	OgreBot	Feature - New	Rejected	Normal	Kannkor	Daily quest zone reminder		2018-04-06 02:50 PM
1683	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Event for group/raid party change		2016-12-31 10:22 AM
1688	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Me:GetEverything		2016-12-28 03:46 AM
1689	ISXEQ2	Feature - New	Resolved	Normal	Kannkor	Item datatype - IsJunk		2016-12-23 02:59 PM
1714	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Read COMPLETED quest journal		2016-12-13 08:23 PM
1648	ISXEQ2	Feature - New	Implemented	Normal	Kannkor	Access to currency		2016-07-11 02:36 PM
1283	ISXEQ2	Feature - New	Resolved	Normal	Kannkor	Salvage (Alternative to Transmute)		2014-11-16 08:37 PM
1997	ISXEQ2	Feature - New	Implemented	Low	Kannkor	Fast Travel Map Access	Amadeus	2024-01-01 07:26 PM
2268	ISXEQ2	Feature - Enhancement	New	Normal	Kannkor	Character - Crouching/standing		2024-02-14 12:05 PM
2267	ISXEQ2	Feature - Enhancement	New	Normal	Kannkor	Character - Running/walking and switching between them		2024-02-14 11:47 AM
2266	ISXEQ2	Feature - Enhancement	New	Normal	Kannkor	Camera zoom distance		2024-02-11 11:15 AM
2264	ISXEQ2	Feature - Enhancement	New	Normal	Kannkor	adornment item / toiteminfo	Amadeus	2024-01-07 02:03 PM
2181	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Actor - Add equipment/visual	Amadeus	2023-12-24 07:18 PM

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
2209	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Actor - Add MouseOver text		2023-12-14 12:04 AM
2165	ISXEQ2	Feature - Enhancement	Resolved	Normal	Kannkor	Item - Drink		2020-12-26 06:30 PM
2129	ISXEQ2	Feature - Enhancement	Closed	Normal	Kannkor	Overseer Quests Item - .IsOverseerQuest		2020-01-19 06:59 PM
2128	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Item - :DoubleClick / Add to Collection / :RightClick		2020-01-19 11:23 AM
2072	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	EQ2UI - Support for 'tabs'		2019-12-31 02:11 PM
2115	ISXEQ2	Feature - Enhancement	Resolved	Normal	Kannkor	Me.Inventory[<search>].Location to support harvesting bag		2019-12-27 05:47 PM
2076	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Access to EQ2 UI element: radialmenu		2019-12-27 04:52 PM
2071	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	ItemInfo - Add .Infusable	Amadeus	2019-12-26 12:30 PM
2118	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Add .Toltem to Me.Vending[#]		2019-12-26 12:17 PM
2114	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Me.Examine - Add Effect Bullets		2019-12-26 10:38 AM
2024	OgreBot	Feature - Enhancement	New	Normal	Kannkor	Billy Doll		2017-11-24 02:29 PM
1777	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	LootWindow.WindowID		2017-01-22 12:06 PM
1781	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	ChoiceWindow Event - pass WindowID		2017-01-22 12:06 PM
1769	ISXEQ2	Feature - Enhancement	Resolved	Normal	Kannkor	Access to knowledge book		2017-01-15 10:49 AM
1770	OgreBot	Feature - Enhancement	New	Normal	Kannkor	Loot options		2017-01-14 08:14 AM
1767	OgreBot	Feature - Enhancement	New	Normal	Kannkor	Ogre list - enhancements		2017-01-10 06:12 PM
1745	ISXEQ2	Feature - Enhancement	Closed	Normal	Kannkor	Broker buying able to use broker anywhere		2016-12-29 05:52 AM
1741	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Maintained - Damage remaining / Uses Remaining		2016-12-28 03:46 AM
1735	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Actor - Search parameters based on any member		2016-12-19 05:53 PM
1304	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	EQ2UIPage - Treeview ( DataSourceContainer )		2016-06-21 05:18 PM

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1348	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Actor.IsNamed updates	Amadeus	2015-02-08 02:36 PM
1332	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Actor tagtarget information	Amadeus	2015-01-04 01:10 AM
1325	ISXEQ2	Feature - Enhancement	Implemented	Normal	Kannkor	Recipe Information. Primary component	Amadeus	2014-12-29 09:07 PM
1762	OgreBot	Feature - Enhancement	New	Low	Kannkor	Separate ForWho out from OGREBOT into an include so OGRECRAFT can make use of it.		2017-01-09 10:57 AM