

## Issues

| #    | Project | Tracker               | Status      | Priority | Author  | Subject                                                                           | Assignee | Updated             |
|------|---------|-----------------------|-------------|----------|---------|-----------------------------------------------------------------------------------|----------|---------------------|
| 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 |
| 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 |
| 2265 | ISXEQ2  | Bug                   | New         | Normal   | Kannkor | Actor[id,0] -> Should return NULL, it returns your current character              |          | 2024-02-11 11:13 AM |
| 2264 | ISXEQ2  | Feature - Enhancement | New         | Normal   | Kannkor | adornment item / toiteminfo                                                       | Amadeus  | 2024-01-07 02:03 PM |
| 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 |
| 2172 | ISXEQ2  | Bug                   | New         | Normal   | Kannkor | Actor.Effect[query freezes the instance (crash)                                   | Amadeus  | 2021-04-21 01:16 PM |
| 2106 | OgreBot | Bug                   | New         | Normal   | Kannkor | ogre zone resetter                                                                |          | 2018-11-23 01:09 PM |
| 2024 | OgreBot | Feature - Enhancement | New         | Normal   | Kannkor | Billy Doll                                                                        |          | 2017-11-24 02:29 PM |
| 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 |
| 1429 | ISXIM   | Bug                   | New         | Normal   | Kannkor | ISXIM event: IRC_NickJoinedChannel                                                |          | 2015-07-08 11:09 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 |
| 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 |
| 2255 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Actor.ToolTip (.HoverOver?)                                                       | Amadeus  | 2023-12-13 11:59 PM |
| 2254 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Me.Pitch - Camera Angles                                                          | Amadeus  | 2023-12-14 01:22 AM |
| 2209 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | Actor - Add MouseOver text                                                        |          | 2023-12-14 12:04 AM |
| 2181 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | Actor - Add equipment/visual                                                      | Amadeus  | 2023-12-24 07:18 PM |
| 2150 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Add: ISXEQ2:ClearRecipeCache                                                      |          | 2021-07-30 09:29 AM |
| 2135 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Place Actors on the ground (decorating)                                           | Amadeus  | 2023-12-27 11:54 PM |
| 2128 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | Item - :DoubleClick / Add to Collection / :RightClick                             |          | 2020-01-19 11:23 AM |

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| 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 |
| 2076 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | Access to EQ2 UI element: radialmenu                  |          | 2019-12-27 04:52 PM |
| 2072 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | EQ2UI - Support for 'tabs'                            |          | 2019-12-31 02:11 PM |
| 2071 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | ItemInfo - Add .Infusable                             | Amadeus  | 2019-12-26 12:30 PM |
| 1895 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Familiars - Access to them                            |          | 2019-12-31 06:30 PM |
| 1781 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | ChoiceWindow Event - pass WindowID                    |          | 2017-01-22 12:06 PM |
| 1779 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Quest Markers on Actors                               |          | 2020-01-01 02:52 PM |
| 1778 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Quest Feathers on Actors                              |          | 2020-01-04 01:57 PM |
| 1777 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | LootWindow.WindowID                                   |          | 2017-01-22 12:06 PM |
| 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 |
| 1714 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Read COMPLETED quest journal                          |          | 2016-12-13 08:23 PM |
| 1688 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Me:GetEverything                                      |          | 2016-12-28 03:46 AM |
| 1683 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Event for group/raid party change                     |          | 2016-12-31 10:22 AM |
| 1648 | ISXEQ2  | Feature - New         | Implemented | Normal   | Kannkor | Access to currency                                    |          | 2016-07-11 02:36 PM |
| 1631 | ISXEQ2  | Bug                   | Implemented | Normal   | Kannkor | 20160614.0001 - Actor Effect / NumEffects do not work |          | 2016-06-17 03:17 PM |
| 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 |
| 1304 | ISXEQ2  | Feature - Enhancement | Implemented | Normal   | Kannkor | EQ2UIPage - Treeview ( DataSourceContainer )          |          | 2016-06-21 05:18 PM |
| 1997 | ISXEQ2  | Feature - New         | Implemented | Low      | Kannkor | Fast Travel Map Access                                | Amadeus  | 2024-01-01 07:26 PM |
| 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 |

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| 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 |
| 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 |
| 2223 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | #{ContainerWindow.Item[1].IsItemInfoAvailable} doesn't return data                | Amadeus  | 2023-10-31 02:09 PM |
| 2210 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | iteminfo.EffectName[#] reporting incorrectly > 1                                  |          | 2022-05-17 07:32 PM |
| 2165 | ISXEQ2  | Feature - Enhancement | Resolved | Normal   | Kannkor | Item - Drink                                                                      |          | 2020-12-26 06:30 PM |
| 2123 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | 2019.12.17 - Expansion Patch bug - Heirloom                                       |          | 2019-12-24 01:43 PM |
| 2122 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | EQ2UI - :DoubleClick not working                                                  |          | 2019-12-25 02:28 PM |
| 2121 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | 2019.12.17 - Expansion Patch bugs                                                 |          | 2019-12-24 10:04 AM |
| 2115 | ISXEQ2  | Feature - Enhancement | Resolved | Normal   | Kannkor | Me.Inventory[<search>].Location to support harvesting bag                         |          | 2019-12-27 05:47 PM |
| 2103 | ISXEQ2  | Feature - New         | Resolved | Normal   | Kannkor | New item method: Infuse                                                           |          | 2019-12-26 12:44 PM |
| 2083 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | 2018/05/24 Patch - Things to fix                                                  |          | 2018-05-24 06:18 PM |
| 1769 | ISXEQ2  | Feature - Enhancement | Resolved | Normal   | Kannkor | Access to knowledge book                                                          |          | 2017-01-15 10:49 AM |
| 1763 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | RecipeInfo - Clear Cache on inventory update                                      |          | 2017-01-10 10:40 AM |
| 1689 | ISXEQ2  | Feature - New         | Resolved | Normal   | Kannkor | Item datatype - IsJunk                                                            |          | 2016-12-23 02:59 PM |
| 1682 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | Me.Inventory now fails to find containers                                         | Amadeus  | 2016-08-02 12:48 AM |
| 1674 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | CheckCollision always returning FALSE                                             |          | 2016-08-24 04:58 PM |
| 1636 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | 20160614.0006 - RewardWindow doesn't work                                         |          | 2016-06-20 05:11 PM |
| 1625 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | 20160614.0001 - Crash with GetOptions                                             |          | 2016-06-17 06:09 PM |
| 1624 | ISXEQ2  | Bug                   | Resolved | Normal   | Kannkor | 20160614.0001 - Items showing as NO TRADE when tradable                           |          | 2016-06-17 07:43 PM |
| 1283 | ISXEQ2  | Feature - New         | Resolved | Normal   | Kannkor | Salvage (Alternative to Transmute)                                                |          | 2014-11-16 08:37 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 |
| 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 |
| 2129 | ISXEQ2  | Feature - Enhancement | Closed   | Normal   | Kannkor | Overseer Quests Item - .IsOverseerQuest                                           |          | 2020-01-19 06:59 PM |
| 2086 | ISXEQ2  | Bug                   | Closed   | Normal   | Kannkor | Crash since patch 6/19/2018 - RewardWindow                                        | Amadeus  | 2019-12-25 08:56 PM |

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| 1780 | ISXEQ2  | Bug                   | Closed   | Normal   | Kannkor | LootWindow[\$_LootWindowID].ItemsPage.Child[\${ChildrenCounter}]:LeftClick - Opens Dressing room |          | 2017-01-19 08:35 AM |
| 1745 | ISXEQ2  | Feature - Enhancement | Closed   | Normal   | Kannkor | Broker buying able to use broker anywhere                                                        |          | 2016-12-29 05:52 AM |
| 2025 | OgreBot | Feature - New         | Rejected | Normal   | Kannkor | Daily quest zone reminder                                                                        |          | 2018-04-06 02:50 PM |
| 1771 | OgreBot | Feature - New         | Rejected | Normal   | Kannkor | KA crafting weekly                                                                               |          | 2018-04-06 02:59 PM |