

Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
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
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
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
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
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
1429	ISXIM	Bug	New	Normal	Kannkor	ISXIM event: IRC_NickJoinedChannel		2015-07-08 11:09 PM