

Issues

#	Project	Tracker	Status	Priority	Author	Subject	Assignee	Updated
2164	Inner Space	Bug	New	Normal	CyberTech	String.Compare[variable with empty string] == NULL		2020-12-16 12:35 AM
1163	Inner Space	Feature - Enhancement	New	Normal	CyberTech	Enable debug information from dotnetscript builds		2014-04-08 10:50 AM
1147	Inner Space	Bug - Static Analysis	New	Normal	CyberTech	LModule SDK 20: C6340 Incorrect type passed as parameter in call to function		2014-03-19 07:48 PM
1146	Inner Space	Bug - Static Analysis	New	Normal	CyberTech	LModule SDK 20: C6308 Realloc leak		2014-03-19 07:48 PM
1145	Inner Space	Bug - Static Analysis	New	Normal	CyberTech	LModule SDK 20: C28182 Dereferencing a copy of a null pointer		2014-03-19 07:48 PM
1144	Inner Space	Bug - Static Analysis	New	Normal	CyberTech	LModule SDK 20: C6102 Using 'ModulePath' from failed function call at line '16'		2014-03-19 07:48 PM
7	Inner Space	Feature - New	New	Normal	CyberTech	LavishScript1: Enum support in script-defined types		2013-09-25 03:03 PM
4	Inner Space	Feature - New	New	Normal	CyberTech	Stripped PDB files available to extension authors		2013-09-25 02:33 PM
2	Inner Space	Feature - New	New	Normal	CyberTech	ISXDK API Function: GetLogDir/File		2013-09-26 04:13 PM
2162	ISXEVE	Bug	Accepted	Normal	CyberTech	Fleet Invite window only detected in english client		2020-11-29 03:06 AM
1284	ISXEQ2	Feature - New	Implemented	Normal	CyberTech	New Item (Datatype) Members - Adornments	Amadeus	2015-01-16 02:53 AM
1161	Inner Space	Bug	Resolved	Normal	CyberTech	Under IS, the EVE console window has no output, as if stdout/err are redirected.		2014-05-06 08:34 PM
3	Inner Space	Feature - New	Closed	Normal	CyberTech	SDK Versioning in extension name		2014-03-19 07:38 PM
6	Inner Space	Bug	Rejected	Normal	CyberTech	Change default install folder to be Windows Vista+ compliant		2020-05-21 11:21 PM
5	Inner Space	Feature - New	Rejected	Normal	CyberTech	SDK /Lib dir - include \$(PlatformToolset)		2020-05-21 11:22 PM
1162	Inner Space	Bug - Static Analysis	New	Low	CyberTech	C4189: 'start' : local variable is initialized but not referenced (WinThreading.h)		2014-03-30 11:34 PM