

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
16	KDM	Feature	New	Normal	Generic animation base model + rig		06/08/2026 04:00 AM
15	KDM	Feature	New	High	Create a representative first level		06/08/2026 03:43 AM
14	KDM	Bug	New	Normal	Console sometimes doesn't log any text		06/08/2026 03:42 AM
13	KDM	Feature	New	Normal	Add console variable support		06/08/2026 03:34 AM
12	KDM	Feature	New	Normal	Improved console UI		06/08/2026 03:32 AM
11	KDM	Feature	New	Normal	Reflection probe placement solution for .bsp authoring		06/08/2026 03:30 AM
10	KDM	Bug	New	Normal	Rockets phase through walls when fired up close		06/08/2026 03:28 AM
9	KDM	Feature	New	Normal	Unified trace function		06/08/2026 03:21 AM
8	KDM	Feature	New	Normal	Implement func_style movers		06/08/2026 03:19 AM
7	KDM	Feature	New	Normal	Unified ragdoll system		06/08/2026 03:17 AM
6	KDM	Feature	New	Normal	Implement a loading screen		06/08/2026 03:13 AM
5	KDM	Bug	New	High	Client game crashes when server shuts down		06/08/2026 03:26 AM
4	KDM	Feature	New	High	Implement disconnect-from-server functionality		06/08/2026 03:09 AM
3	KDM	Bug	New	Normal	Player loses velocity when jumping against a wall		06/08/2026 03:07 AM
2	KDM	Feature	New	Normal	Create weapon model blockouts for all weapons		06/08/2026 03:31 AM
1	KDM	Feature	New	High	Ammo implementation	Kaz Diti	06/08/2026 02:55 AM