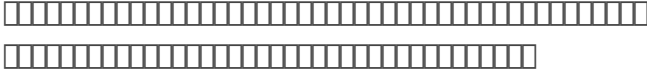




braindump



— braindump ☐

- Redmine 
- Portal 



Redmine



Needs Feedback



(Feedback)



Feature #12827: New Ticket status "Needs

Feedback" - Redmine (<<https://www.redmine.org/issues/12827>>) ("Status added."



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Closed

(Closed)

(Rejected) 2

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- [a] ☐ : ☐
- [b] ☐ : ☐
- [c] ☐ (1):
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- [d] ☐ (2):
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- [e] ☐ (1: ☐): ☐
- [f] ☐ (2: ☐):
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<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
a (<input type="checkbox"/>)	no	yes	yes	no	no	yes	no
b (<input type="checkbox"/>)	yes	no	N/A	yes	yes	N/A	N/A
c (<input type="checkbox"/>)	no	no	no	yes	yes	no	yes
d (<input type="checkbox"/> <input type="checkbox"/>)	no	no	yes	yes	yes	no	yes
e (<input type="checkbox"/> <input type="checkbox"/>)	no	yes	yes	yes	yes	yes	no
f (<input type="checkbox"/> <input type="checkbox"/>)	no	no	no	no	no	no	yes

☐
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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
200	300	400	500	600	700	800	900	1000	1100	1200	1300	1400	1500	1600	1700	1800	1900	2000	2100

A 10x10 grid of 100 small squares. The top row is shaded gray. The second row has 48 squares shaded gray, with the number '48' to its right. The third row is shaded gray. The fourth row has 2 squares shaded gray, with the number '2' to its right. The fifth row is shaded gray. The sixth row has 50 squares shaded gray, with the number '50' to its right. The seventh row is shaded gray. The eighth row is shaded gray. The ninth row is shaded gray. The tenth row has 2 squares shaded gray.

50

48

2 50

2

50

50

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"blocks" □ "blocked by" □□□□□□□□□□□□□□□□

"(This

ticket) blocks A" \square "(This ticket) (is) blocked by A"

A

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redmine_message_customize (<https://github.com/farend/redmine_message_customize>)

Diagram illustrating a memory layout with four rows of blocks:

- Row 1: A single long block.
- Row 2: A block labeled "blocks" followed by a shorter block.
- Row 3: A single long block.
- Row 4: A shorter block.

blocked by

...

ja:

label_blocks:

label_blocked_by: []

Portal



autoexec.cfg

```
bind "MWHEELUP" "+jump"  
bind "MWHEELDOWN" "+jump"  
bind "MOUSE3" "+jump"
```



ABH (Accelerated Back Hopping) 

config.cfg

```
bind "t" "save sla ; load sla"  
bind "q" "save quick"  
bind "r" "load quick"
```



 &  SLA (Save Load Abuse)



- ``cl_showpos 1``: Shows current name, position, angle and velocity
- ``ent_bbox <objectname>``: Shows an axis aligned bounding box around the target
- ``cl_ent_bbox``: Shows the bounding box around !picker