

Doomsday Engine - Issues

| # | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|---------|------------|----------|---|-----------|------------------|--------|
| 2450 | Bug | New | Normal | weapon stretched | Deng Team | 2021-02-22 04:19 | 0 |
| 1964 | Bug | Closed | High | Problems with sprites with special chars [/] (Doom Arch Vile disappears; Hexen crash when Traductus dies) | danij | 2015-03-03 03:14 | 100 |
| 1929 | Bug | Progressed | Normal | Sprite priority handling | | 2019-11-29 23:06 | 0 |
| 1897 | Bug | New | Low | Slightly different sprite clipping in Dday versus vanilla | | 2017-04-03 18:32 | 0 |
| 1616 | Feature | New | Normal | Selector for sprites | | 2019-11-29 18:35 | 0 |
| 1559 | Feature | New | Low | State and sprite without a mobj (SMT2A0/STLAG) | | 2019-11-29 19:14 | 0 |
| 1546 | Feature | New | Low | Option for particle generator to hide sprite | | 2019-11-29 15:45 | 0 |
| 1525 | Feature | Closed | Normal | Allow gaps in Sprite animation frame sets | danij | 2015-03-07 07:43 | 100 |
| 1522 | Feature | Rejected | Low | Sprite scaling | | 2019-11-29 15:44 | 0 |
| 1008 | Bug | New | Normal | HUD weapon discrepancy (in release build?) | | 2017-04-03 19:00 | 0 |
| 967 | Bug | New | Low | Sprite angling incorrect at sharp angles | | 2017-04-03 14:59 | 0 |
| 684 | Bug | New | Normal | Sprites moving up if their bottom intersects the floor | | 2017-04-03 18:32 | 0 |