

Doomsday Engine - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1703	Bug	Closed	Normal	[OS X] Shell uses the wrong UI font	skyjake	2014-01-03 20:11	100
1702	Bug	Closed	Urgent	Crash when multiple clients join a game	skyjake	2014-01-03 20:01	100
1697	Bug	Closed	Normal	[MP] Busy mode transition frame missing when joining	skyjake	2014-01-01 17:10	100
1695	Feature	Closed	Normal	Option to prevent LAN server discovery	skyjake	2014-01-01 12:20	100
1693	Bug	Closed	Normal	Crash when joining multiplayer game with Vanilla profile	skyjake	2014-01-01 17:09	100
1692	Feature	Closed	Normal	[Windows] Upgrade SDL / SDL_mixer	skyjake	2014-01-04 13:16	100
1691	Bug	Closed	Normal	UI and full screen/window toggle	skyjake	2014-01-03 20:02	100
788	Bug	Closed	Normal	Momentary pause during looped MIDI playback	Deng Team	2014-01-06 06:11	100