

Doomsday Engine - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2450	Bug	New	Normal	weapon stretched	Deng Team	2021-02-22 04:19	0
2406	Bug	Closed	Normal	[Windows] Color adjustments are not being applied	skyjake	2021-01-08 13:48	100
2370	Bug	In Progress	Normal	[2.3 Unstable] Render Hack Regressions	skyjake	2020-02-23 15:13	90
2257	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	0
2256	Bug	New	Normal	Sky clipping through ceiling		2017-07-18 11:02	0
2239	Bug	New	Normal	HUD Frost shards from XARP changing their Zoffset if instantly fire after switching	skyjake	2017-04-10 21:01	0
2234	Bug	Closed	Normal	Fov 160 + near clip plane issues with MD2 and FBX HUD Models	skyjake	2019-12-23 19:19	100
2233	Bug	New	Normal	Fov 160 issues with texture filtering	skyjake	2018-10-27 16:08	0
2194	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0
2180	Bug	New	Normal	Task bar shows only partially (Intel Mobility)		2017-04-03 14:19	0
2104	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	0
2096	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2094	Bug	New	Normal	Incorrect "Pillar-Door Statue" model direction in some cases in Heretic	skyjake	2017-04-03 13:39	0
2091	Bug	New	Normal	State Particles won't start for Afrit in some cases (Hexen)	Deng Team	2017-04-03 13:40	0
2048	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2041	Bug	New	Normal	Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}		2017-04-03 13:48	0
1968	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
1958	Bug	New	Normal	Help infine clash with already playing infine		2017-04-03 14:01	0
1942	Bug	New	Low	About dialog contents clipping vs -fontsize		2017-04-03 14:03	0
1928	Bug	New	Normal	GameSession: ThingArchive::serialIdFor: Thing archive exhausted!		2017-04-03 14:04	0
1863	Bug	New	Low	[automap] line updating		2017-04-03 14:12	0
1819	Bug	New	Normal	Mobj Particles won't start.		2017-04-03 14:16	0
1815	Bug	New	Normal	Screen wipe still smoothed with Vanilla renderer profile (console transition)		2018-11-05 17:31	0
1783	Bug	New	Normal	Ambient occlusion crosses sectors with different heights		2017-04-03 14:23	0
1631	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1597	Bug	New	Low	[HUD] Psprite positioning too low		2017-04-03 15:04	0
1592	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
1130	Bug	New	Low	Mana bars on the statusbar ignore opacity		2017-04-03 14:41	0
1126	Bug	New	Normal	MD2 model render pop		2017-04-03 14:41	0
1125	Bug	New	Low	Handling missing OpenGL support during launch		2017-04-03 14:41	0
1096	Bug	New	Normal	[Doom] Red shadows in status bar font		2017-04-03 14:43	0

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1088	Bug	New	Low	[Hexen] Hud doesn't switch to INRED graphics when low on health		2017-04-03 14:43	0
1083	Bug	New	Normal	In-game window contents resizing glitches		2017-04-03 14:43	0
1069	Bug	New	Normal	Default background colour for holes in splash screens		2017-04-03 14:43	0
1067	Bug	New	Low	White player arrow missing on automap		2017-04-03 14:43	0
1063	Bug	New	Normal	Flash state models offset incorrectly in 16:10		2017-04-03 14:44	0
1059	Bug	New	Normal	[Heretic] Health counter jumps up and down		2017-04-03 14:44	0
1004	Bug	New	Normal	[Hexen] 3D Tree_Destructive appearance is incorrect		2017-04-03 14:50	0
967	Bug	New	Low	Sprite angling incorrect at sharp angles		2017-04-03 14:59	0
966	Bug	Progressed	Normal	[Doom] Use of CWILV graphics on automap		2017-04-03 14:56	50
918	Bug	New	Low	Particles and looking up/down sharply		2017-04-03 14:59	0
910	Bug	New	Normal	Flat tiling error with custom flats		2017-04-03 14:59	0
908	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
883	Bug	New	High	[Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)		2019-11-29 23:06	0
882	Bug	New	Normal	Fullbright psprites and colored lighting		2017-04-03 14:59	0
729	Bug	New	Low	Models cut off in 16:10 view ratio		2017-04-03 14:56	0
613	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
552	Bug	New	Normal	Ambient occlusion on middle surfaces of 2-sided lines		2019-11-30 08:05	0
514	Bug	New	Low	Light decoration placement on planes if origin is incident with a sector boundary		2017-04-03 14:56	0
511	Bug	New	Normal	[Heretic Hexen] Torch fix not applied (low ceiling)		2017-04-03 14:56	0
263	Bug	New	Normal	Particles rendered at wrong height		2017-04-03 15:08	0
10	Bug	New	Normal	[InFine] Line spacing for text		2017-04-03 14:41	0