

Doomsday Engine - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2389	Feature	Closed	Normal	[Heretic] Door with a trigger linedef in front of it (use Boom "passuse" linedef flag)	Deng Team	2020-01-03 10:43	0
2330	Bug	Closed	Normal	SIGIL Unplayable without using "Compat" version	skyjake	2019-10-14 10:20	100
2290	Feature	Rejected	Low	Extend ambient light Map Info and Cvar to reduce light levels	skyjake	2019-11-05 08:38	0