

## Issues

| #    | Project         | Tracker | Status   | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 1993 | Doomsday Engine | Bug     | Feedback | High     | Switching maps while XG lines are active causes seg fault | vermil   | 2017-04-03 13:55 | 0      |
| 1817 | Doomsday Engine | Bug     | Feedback | Normal   | Premap infine and preplaying music oversight              | vermil   | 2017-04-03 14:17 | 0      |