

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|--|----------|------------------|--------|
| 2329 | Doomsday Engine | Bug | New | Normal | Gnome Icon | | 2019-10-14 10:28 | 0 |
| 1072 | Doomsday Engine | Bug | Closed | Normal | [Snowberry] Unicode conversion in Load Order dialog | skyjake | 2012-08-30 07:32 | 100 |
| 1039 | Doomsday Engine | Bug | Closed | High | [Snowberry] utf8' codec can't decode byte 0xe1 in position 4 | skyjake | 2012-08-27 19:14 | 100 |
| 1037 | Doomsday Engine | Bug | Closed | Low | [qmake] No check for required X11 extensions | skyjake | 2012-08-27 15:36 | 100 |
| 1036 | Doomsday Engine | Bug | Closed | Lowest | Automatic game selection failed. No Registered Games. | | 2012-08-27 15:36 | 100 |
| 844 | Doomsday Engine | Bug | Closed | Normal | default resolution not apply at start | | 2012-08-27 15:34 | 100 |
| 843 | Doomsday Engine | Bug | Closed | Normal | no music in level 1 if I'm using jdep-all pack | | 2012-08-27 15:34 | 100 |
| 1504 | Doomsday Engine | Feature | Closed | Normal | cursor not captive from doomsday | | 2013-04-03 16:01 | 100 |
| 1503 | Doomsday Engine | Feature | Closed | High | [Unix] Basic command line options (e.g., help, version) | skyjake | 2013-12-23 13:43 | 100 |