

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
983	Doomsday Engine	Bug	Closed	Normal	Segmentation violation on start		2012-08-27 15:35	100
984	Doomsday Engine	Bug	Closed	Normal	Unable to compile on FreeBSD	skyjake	2012-08-27 19:14	100
985	Doomsday Engine	Bug	Closed	Normal	"make install" requires root permissions to update apt files	skyjake	2012-08-27 19:14	100
987	Doomsday Engine	Bug	Closed	Normal	[Linux/FreeBSD] Initial screen displayed incorrectly	skyjake	2012-08-27 19:14	100
988	Doomsday Engine	Bug	Closed	High	[Heretic/Hexen] High-res title screen displayed incorrectly	skyjake	2012-08-27 19:14	100
992	Doomsday Engine	Bug	Closed	Normal	[Doom] No slime in barrel (submodel alpha)	skyjake	2012-08-27 19:14	100
994	Doomsday Engine	Bug	Closed	High	Input box is too narrow in Save menu	skyjake	2017-01-03 22:25	100
1001	Doomsday Engine	Bug	Closed	Normal	make uninstall leaves share/snowberry directory	skyjake	2012-08-27 19:14	100
1002	Doomsday Engine	Bug	Closed	Normal	[Hexen] setres corrupts particle textures	skyjake	2012-08-27 15:36	100
1003	Doomsday Engine	Bug	Closed	High	[Hexen] SEGV during 3D weapon use	skyjake	2012-08-27 15:36	100
1004	Doomsday Engine	Bug	New	Normal	[Hexen] 3D Tree_Destructive appearance is incorrect		2017-04-03 14:50	0
1017	Doomsday Engine	Bug	Closed	Low	[Linux/FreeBSD] Unable to compile		2012-08-27 15:36	100
1021	Doomsday Engine	Bug	Closed	Normal	Number and time formatting depends from locale	skyjake	2012-08-27 15:36	100
1022	Doomsday Engine	Bug	Closed	Normal	[GL] Garbage instead of sky		2012-08-27 15:36	100
1023	Doomsday Engine	Bug	Closed	Normal	[GL] Flat 3D models		2012-08-27 15:36	100
1024	Doomsday Engine	Bug	Closed	Normal	SEGV during 3D weapon use		2012-08-27 15:36	100
1025	Doomsday Engine	Bug	Closed	Normal	[X11] Jerky mouse movement	skyjake	2012-08-27 15:36	100
1028	Doomsday Engine	Bug	Closed	Normal	[X11] setres issue in fullscreen mode	skyjake	2012-08-27 15:36	100
1030	Doomsday Engine	Bug	Closed	Urgent	[Hexen] SEGV	daniij	2012-08-27 15:36	100
1049	Doomsday Engine	Bug	Closed	Normal	[OpenAL] Unable to compile on x86_64 Linux	skyjake	2013-03-29 08:25	100