

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1540	Doomsday Engine	Feature	Rejected	Normal	Smaller near clip distance		2019-11-29 19:20	0
1534	Doomsday Engine	Feature	Rejected	Lowest	Alternative for decoration light pattern skip		2019-11-29 15:25	0
1533	Doomsday Engine	Feature	Rejected	Normal	Decoration light color from sector		2019-11-29 19:02	0
1519	Doomsday Engine	Feature	Rejected	Normal	Custom pixel aspect ratio for a material		2019-11-29 18:53	0
1442	Doomsday Engine	Feature	Rejected	Lowest	PC Speaker Sounds/Emulation		2019-11-29 12:53	0
1402	Doomsday Engine	Feature	Closed	Normal	Vertically Tiled Masked Textures	danij	2012-08-28 06:44	100
1399	Doomsday Engine	Feature	New	Normal	XG plane movers vs. normal doors		2017-04-03 18:48	0
1393	Doomsday Engine	Feature	Rejected	Low	"version" should print IWAD info/version		2016-08-09 11:02	0
1382	Doomsday Engine	Feature	Closed	Normal	Copy for XG lines and sectors	danij	2012-08-28 06:44	100
1373	Doomsday Engine	Feature	New	Normal	Improved ambient sounds		2019-11-29 16:45	0
1343	Doomsday Engine	Feature	Rejected	Low	Chaingunner/chaingun sounds		2019-11-29 12:50	0
1340	Doomsday Engine	Feature	Closed	Normal	Easier way to load detail textures	skyjake	2012-08-28 06:44	100
1337	Doomsday Engine	Feature	Closed	Normal	Smooth changes		2012-08-28 06:44	100
1336	Doomsday Engine	Feature	New	Normal	Random textured particle direction		2019-11-29 16:43	0
1105	Doomsday Engine	Bug	Closed	High	XG sector ambient sounds not saved/loaded	danij	2014-10-11 04:49	100
1093	Doomsday Engine	Bug	Rejected	Low	Single Use Teleporter Malfunction		2015-03-07 04:02	0
916	Doomsday Engine	Bug	Closed	Normal	[Savegame] Restored state invalid if same addons not present	skyjake	2016-07-13 12:30	100
910	Doomsday Engine	Bug	New	Normal	Flat tiling error with custom flats		2017-04-03 14:59	0
834	Doomsday Engine	Bug	Closed	Normal	[Heretic] Ambient Sound Things	danij	2012-08-27 15:34	100
833	Doomsday Engine	Bug	Closed	Normal	Heretic E2M4 secret exit		2012-08-27 15:34	100
803	Doomsday Engine	Bug	Closed	Urgent	Monsters see through wall/floor/ceil	danij	2012-08-27 15:34	100
637	Doomsday Engine	Bug	New	High	[Hexen] Class change in-game causes instability, issues		2017-04-03 14:57	0
624	Doomsday Engine	Bug	Closed	High	Armour pickup gives nothing	danij	2012-08-27 15:32	100
623	Doomsday Engine	Bug	Closed	Normal	Inventory display wrong item	danij	2012-08-27 15:32	100
595	Doomsday Engine	Bug	Closed	Normal	Automap Zoom Resets	danij	2012-08-27 15:31	100
420	Doomsday Engine	Bug	Closed	Normal	Cleric Flechette does no damage		2012-08-27 15:28	100
229	Doomsday Engine	Bug	Rejected	Normal	4 sound channels used by game menu		2012-08-28 06:59	0
226	Doomsday Engine	Bug	Closed	Low	Sector soundorg z level is always 0	danij	2012-08-27 15:24	100
170	Doomsday Engine	Bug	Closed	High	XG Wind bug	danij	2012-08-27 15:22	100
169	Doomsday Engine	Bug	Closed	Low	Corpses squished under ceilings	danij	2012-08-27 15:22	100