

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
758	Doomsday Engine	Bug	Closed	Urgent	Erratic Ultimate Doom Exit Behavior	daniij	2012-08-27 15:34	100
638	Doomsday Engine	Bug	Closed	High	Monsters become active at start of some maps	daniij	2012-08-27 15:32	100
745	Doomsday Engine	Bug	Closed	High	[Render hack] Deep water tricks not supported	daniij	2013-10-18 14:44	100
1098	Doomsday Engine	Bug	Closed	High	"Application Terminated due to Exception" messaging when quitting Doomsday	skyjake	2012-12-13 07:54	100
1676	Doomsday Engine	Feature	Closed	High	FluidSynth for Windows	skyjake	2018-12-06 15:57	100
2254	Doomsday Engine	Bug	Closed	High	[Render hack] TNT map02: Deep Water not supported	skyjake	2020-12-08 08:27	100
616	Doomsday Engine	Bug	Closed	Normal	Map Cheat Resets from Map to Map	daniij	2012-08-27 15:32	100
617	Doomsday Engine	Bug	Closed	Normal	Full Map Code Works Incorrectly After Switching Resolutions	daniij	2012-08-27 15:32	100
697	Doomsday Engine	Bug	Closed	Normal	Mouse Strafing Extremely Slow	skyjake	2012-08-27 15:33	100
716	Doomsday Engine	Bug	Closed	Normal	Compatible Dehacked file not loading	daniij	2012-08-27 15:33	100
737	Doomsday Engine	Bug	Closed	Normal	Dehacked Files Crash Doomsday	skyjake	2012-08-27 15:33	100
738	Doomsday Engine	Bug	Closed	Normal	W FALL Textures inanimate in PWAD	daniij	2012-08-27 15:33	100
739	Doomsday Engine	Bug	Closed	Normal	Stairs Raise by 8/16 behaves incorrectly in WAD	daniij	2012-08-27 15:33	100
740	Doomsday Engine	Bug	Closed	Normal	Bullets not visible in map cheat	daniij	2012-08-27 15:33	100
742	Doomsday Engine	Bug	Closed	Normal	Alien Vendetta::MAP07 cannot be completed (tag 667)	daniij	2012-08-27 15:33	100
743	Doomsday Engine	Bug	Closed	Normal	No intermission screen after map30	daniij	2012-08-27 15:33	100
754	Doomsday Engine	Bug	Closed	Normal	Gun-Triggered Switches Inactive in PWADs	daniij	2012-08-27 15:34	100
755	Doomsday Engine	Bug	Closed	Normal	Time on Intermission Screen Shows 2 Seconds	daniij	2012-08-27 15:34	100
780	Doomsday Engine	Bug	Closed	Normal	BLODGR1-4 Textures Inanimate	daniij	2012-08-27 15:34	100
794	Doomsday Engine	Bug	Closed	Normal	Monsters get stuck within each other		2012-08-27 15:34	100
795	Doomsday Engine	Bug	Closed	Normal	Offsetted Textures Misaligned	daniij	2012-08-27 15:34	100
798	Doomsday Engine	Bug	Closed	Normal	Invisible Objects seen on Automap	daniij	2012-08-27 15:34	100
818	Doomsday Engine	Bug	Closed	Normal	Plutonia 2 Dehacked Not Read	daniij	2012-08-27 15:34	100
829	Doomsday Engine	Bug	Closed	Normal	Weapons Automatically Picked Up at Start of Map		2012-08-27 15:34	100
830	Doomsday Engine	Bug	Closed	Normal	TNT Map30 Cannot be Finished (Stairs)	daniij	2012-08-27 15:34	100
831	Doomsday Engine	Bug	Closed	Normal	Delayed Messages At Start of Map		2012-08-27 15:34	100
990	Doomsday Engine	Bug	Closed	Normal	[Doom] E3 intermission: various bloodsplats/arrows missing	daniij	2012-12-18 15:53	100
991	Doomsday Engine	Bug	Closed	Normal	[Doom] IDBEHOLDx cheat not completely functional	daniij	2013-07-23 21:17	100
1552	Doomsday Engine	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2018-10-27 15:53	0
1800	Doomsday Engine	Bug	Closed	Normal	[Doom] Monster Teleport Issue (TNT MAP31)	daniij	2014-10-06 21:22	0
1914	Doomsday Engine	Bug	Closed	Normal	[1420 Doom] Doom cheat code issues?	daniij	2015-06-08 10:47	100

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1919	Doomsday Engine	Bug	Closed	Normal	[Doom 1430] Impossible Selection for IDMUS cheat	daniij	2015-06-08 10:47	100
2005	Doomsday Engine	Bug	Closed	Normal	[Doom] Configure Weapon Priority Order Broken	skyjake	2018-11-09 07:30	100
2011	Doomsday Engine	Bug	Closed	Normal	[Doom] Invincibility Sphere doesn't always make screen white	skyjake	2015-06-08 10:48	100
2018	Doomsday Engine	Feature	Rejected	Normal	Textured Automap		2019-11-29 21:20	0
2253	Doomsday Engine	Bug	New	Normal	[Doom] Arch-vile sprite disappears when resurrecting a monster	skyjake	2018-10-27 16:09	0
2257	Doomsday Engine	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	0
2258	Doomsday Engine	Bug	New	Normal	[Doom] Falling through 3D bridges		2019-11-29 23:20	0
2300	Doomsday Engine	Bug	Closed	Normal	[Doom] Secret exit switch in E3M6 placed too low	skyjake	2019-12-17 11:18	100
2303	Doomsday Engine	Bug	Closed	Normal	Plutonia 2: Incorrect music; "unknown" map author (with embedded DEHACKED lump)	skyjake	2019-12-17 11:18	100
2369	Doomsday Engine	Bug	Closed	Normal	[Render hack] TNT map31: Arachnotrons hidden inside pillars in the pyramid	skyjake	2020-12-08 08:27	100
2370	Doomsday Engine	Bug	In Progress	Normal	[2.3 Unstable] Render Hack Regressions	skyjake	2020-02-23 15:13	90
2386	Doomsday Engine	Bug	New	Normal	[Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector)	skyjake	2020-12-08 08:26	0
2399	Doomsday Engine	Bug	New	Normal	[Render hack] TNT map21: Transparent doors	skyjake	2020-12-08 08:26	0
2440	Doomsday Engine	Bug	New	Normal	[2.3] Render Hack Regressions	skyjake	2021-01-24 10:20	0
993	Doomsday Engine	Bug	Rejected	Low	[Doom] "DDT" doesn't initially show up on player's arrow		2017-04-03 14:54	0
995	Doomsday Engine	Bug	New	Low	[Doom] Shotgun Guy drops multiple Shotguns?		2017-04-03 14:53	0
1067	Doomsday Engine	Bug	New	Low	White player arrow missing on automap		2017-04-03 14:43	0
1091	Doomsday Engine	Bug	New	Low	No sound effect played when pressing F7 or F8		2017-04-03 14:44	0
1983	Doomsday Engine	Bug	Closed	Low	[Doom] "Finished" graphic placed too low	skyjake	2019-12-17 11:18	100