

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
763	Doomsday Engine	Bug	Closed	Normal	Segmenation Violation in Guardian of Fire (MAP04)	daniij	2012-08-27 15:34	100
721	Doomsday Engine	Bug	Closed	Normal	Paused game while opened menu bug	daniij	2012-08-27 15:33	100
696	Doomsday Engine	Bug	Closed	Normal	[jHeretic] Clip through a wall if an object is near.	skyjake	2012-08-27 15:33	100
633	Doomsday Engine	Bug	Closed	Normal	Low Damage with Timons Axe and Gauntlets	daniij	2012-08-27 15:32	100
632	Doomsday Engine	Bug	Closed	Normal	jHexen: Savegame Crash with jXRP	daniij	2012-08-27 15:32	100
631	Doomsday Engine	Bug	Closed	Normal	Lift texture does not scroll down / up	daniij	2012-08-27 15:32	100
630	Doomsday Engine	Bug	Closed	Normal	jHexen: Winnowing Hall (Emerald Key Room): Walls don't rise	daniij	2012-08-27 15:32	100
626	Doomsday Engine	Bug	Closed	Normal	jHexen: Savegame bug (e.g. seven portals)	daniij	2012-08-27 15:32	100