

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
726	Doomsday Engine	Bug	Closed	Urgent	[1.9.0 beta6.4] Doomsday corrupts jDoom.cfg	skyjake	2012-08-27 15:33	100
309	Doomsday Engine	Bug	Closed	Urgent	[HEXEN] Fighters Hammer unselectable without mana	daniij	2012-08-27 15:25	100
308	Doomsday Engine	Bug	Closed	Urgent	[HERETIC/HEXEN] Automap zoom affect screensize	daniij	2012-08-27 15:25	100
307	Doomsday Engine	Bug	Closed	Urgent	[HEXEN] Fighters Axe unselectable without mana	daniij	2012-08-27 15:25	100
306	Doomsday Engine	Bug	Closed	Urgent	[HERETIC] Gauntlets unselectable	daniij	2012-08-27 15:25	100
284	Doomsday Engine	Bug	Closed	Urgent	'player-eyeheight' variable - wrong default value	daniij	2012-08-27 15:25	100
1480	Doomsday Engine	Feature	New	Normal	Include screenshot in savegames		2019-11-29 21:28	0
1479	Doomsday Engine	Feature	Closed	Normal	Savegame: autosuggest name for savegames		2013-04-03 16:01	100
1478	Doomsday Engine	Feature	Closed	Normal	Automap: show the map number		2013-10-03 23:47	100
1452	Doomsday Engine	Feature	Rejected	Normal	[Hexen] Monster respawn rate		2019-11-29 18:46	0
1410	Doomsday Engine	Feature	Rejected	Normal	[Automap] Unified stats display		2019-11-29 21:19	0
1409	Doomsday Engine	Feature	Closed	Normal	[DOOM/HERETIC/HEXEN] Automap - font scaling for Map names	daniij	2012-08-28 06:44	100
1407	Doomsday Engine	Feature	Progressed	Normal	Customizable console keys		2019-11-29 16:36	20
741	Doomsday Engine	Bug	Closed	Normal	[DOOM] Incorrect scaling of HUD items		2012-08-27 15:33	100
728	Doomsday Engine	Bug	Closed	Normal	[1.9.0 beta6.4] Loading definitions via command line broken	daniij	2012-08-27 15:33	100
727	Doomsday Engine	Bug	Closed	Normal	[jDoom v1.9.0 beta6.4] Skill menu plays two sounds	daniij	2012-08-27 15:33	100
725	Doomsday Engine	Bug	Closed	Normal	[1.9.0 beta6.4] Particle movement speed increased		2012-08-27 15:33	100
328	Doomsday Engine	Bug	Closed	Normal	[HEXEN] Automap doesn't show Map names (and stats)	daniij	2012-08-27 15:25	100
327	Doomsday Engine	Bug	Closed	Normal	[DOOM/HERETIC/HEXEN] 'PRINT' key not bindable	daniij	2012-08-27 15:25	100
326	Doomsday Engine	Bug	Closed	Normal	[DOOM] 'Pause' message misaligned, wrong JDUI font	daniij	2012-08-27 15:25	100
323	Doomsday Engine	Bug	Closed	Normal	[DOOM/HEXEN/HERETIC] Console command 'warp' without space	daniij	2012-08-27 15:25	100
313	Doomsday Engine	Bug	Closed	Normal	[HERETIC] Console command 'give a' doesn't give Gauntlets	daniij	2012-08-27 15:25	100
282	Doomsday Engine	Bug	Closed	Normal	Quickload - hintmessage issue	daniij	2012-08-27 15:25	100
322	Doomsday Engine	Bug	Closed	Low	[HERETIC] Console command 'where' gives no output	daniij	2012-08-27 15:25	100
283	Doomsday Engine	Bug	Closed	Low	Quickload - unrecognised key	daniij	2012-08-27 15:25	100
329	Doomsday Engine	Bug	Rejected	Lowest	[Heretic Hexen] Afrit/Gargoyle death, endless frame loop		2017-04-03 15:10	0