

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
557	Doomsday Engine	Bug	Closed	Normal	Conditional jump or move depends on uninitialised value(s)		2012-08-27 15:31	100
247	Doomsday Engine	Bug	Closed	High	1.9.0beta2 Regression: JHeretic Segfaults after loading save	skyjake	2012-08-27 15:24	100
564	Doomsday Engine	Bug	Closed	Normal	Conditional jump or move depends on uninitialised value(s)		2012-08-27 15:31	100
562	Doomsday Engine	Bug	Closed	Normal	Conditional jump or move depends on uninitialised value(s)	daniij	2012-08-27 15:31	100
561	Doomsday Engine	Bug	Closed	Normal	Conditional jump or move depends on uninitialised value(s)	daniij	2012-08-27 15:31	100
1394	Doomsday Engine	Feature	New	High	Consistent map scoping in definitions		2019-11-29 21:25	0
228	Doomsday Engine	Bug	Closed	Normal	DEH file level names and descriptions are ignored.		2012-08-27 15:24	100
294	Doomsday Engine	Bug	Closed	High	Games listed on master do not show up in the browse lobby	skyjake	2012-08-27 15:25	100
506	Doomsday Engine	Bug	Closed	Normal	Garbled Output, and Sudden Segfaults in Fedora Core 7		2012-08-27 15:31	100
1433	Doomsday Engine	Feature	Rejected	Normal	Hexen style Hub system in Doom and Heretic		2019-11-29 18:44	0
351	Doomsday Engine	Bug	Closed	Low	Snowberry svn (3803) issues a traceback on startup	skyjake	2012-08-27 15:27	100
526	Doomsday Engine	Bug	Closed	High	undefined symbol: isnumber	skyjake	2012-08-27 15:31	100
563	Doomsday Engine	Bug	Closed	Normal	Use of uninitialised value of size 8		2012-08-27 15:31	100