

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1317	Doomsday Engine	Feature	Rejected	Low	Leaning		2016-08-09 10:58	0
1312	Doomsday Engine	Feature	Rejected	Lowest	Stereo sound effects		2019-11-29 12:57	0
1307	Doomsday Engine	Feature	Rejected	Normal	Melee damage		2013-10-21 16:16	0
1306	Doomsday Engine	Feature	Closed	Normal	High-res skin toggle option	skyjake	2012-08-27 15:37	100
1269	Doomsday Engine	Feature	Rejected	Normal	WAD Prioritized music over external		2013-10-21 07:50	0
1251	Doomsday Engine	Feature	Closed	Normal	Integrated Boom support		2012-08-27 15:37	100
1243	Doomsday Engine	Feature	Closed	Normal	In-WAD DED files		2012-08-27 15:37	100
1232	Doomsday Engine	Feature	New	Low	Customiseable barrel explosion damage		2016-08-09 10:43	0
1231	Doomsday Engine	Feature	New	Normal	Ragdoll physics		2019-11-29 16:05	0
1175	Doomsday Engine	Feature	Closed	Normal	Sound effect cutoff at monster's death	skyjake	2012-08-28 06:44	100
1174	Doomsday Engine	Feature	Closed	Normal	Player corpse duration for multiplayer	skyjake	2012-08-27 15:37	100
153	Doomsday Engine	Bug	Closed	Low	External window size on exit	skyjake	2012-08-27 15:22	100
152	Doomsday Engine	Bug	Closed	Normal	Increased disk activity	skyjake	2012-08-27 15:22	100
151	Doomsday Engine	Bug	Closed	Low	Dynamic lights and thin one sided walls		2012-08-27 15:22	100
92	Doomsday Engine	Bug	Closed	Low	Sky rendering shows HOM in window at ground level		2012-08-27 15:21	100
60	Doomsday Engine	Bug	Closed	Normal	Top of monsters + shooting their heads	skyjake	2012-08-27 15:21	100
58	Doomsday Engine	Bug	Closed	Normal	Squished switch textures	skyjake	2012-08-27 15:21	100
52	Doomsday Engine	Bug	Closed	Normal	[Render hack] Fake/see-through bridges	dani	2013-10-18 14:44	100
51	Doomsday Engine	Bug	Closed	Normal	Sky rendering glitch	skyjake	2012-08-27 15:21	100
47	Doomsday Engine	Bug	Closed	Normal	jDoom: Bullet puffs in face	skyjake	2012-08-27 15:21	100
46	Doomsday Engine	Bug	Closed	High	Hi res for skies, doom or doom2, not both	skyjake	2012-08-27 15:21	100