Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2126	Doomsday Engine	Bug	Closed	Normal	[X11] Enabling fsaa via the video options menu breaks video output		2016-11-28 09:36	0
2085	Doomsday Engine	Bug	Progressed	Normal	[Dehacked] Sprite name table patches not supported (Crashes)		2019-11-29 23:06	0
2077	Doomsday Engine	Bug	Closed	High	Odd lighting glitch in latest builds	danij	2017-02-25 12:02	100
2074	Doomsday Engine	Bug	Closed	Normal	Interactive console output gets mixed with all other log entries (and possibly gets filtered away)	skyjake	2016-03-27 07:53	100
2072	Doomsday Engine	Feature	New	High	Gracefully exit to Home on fatal error in a game (e.g., DED/resource error)		2019-11-29 22:12	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2047	Doomsday Engine	Feature	Closed	Normal	Allow user to select a specific IWAD file for a (custom) game session	skyjake	2019-11-29 22:00	100
2038	Doomsday Engine	Feature	Closed	Low	Replace `define` with `static const ...` where possible		2019-11-29 15:53	0
2037	Doomsday Engine	Feature	Closed	Normal	[Linux] Get Doomsday working with Clang	rhargrave	2016-03-27 07:52	0
2036	Doomsday Engine	Bug	Rejected	Normal	Automap lines are not visible		2015-05-08 20:10	0
2029	Doomsday Engine	Feature	Rejected	Low	Get the Doom64 lighting system working in Doom64TC		2015-05-27 20:21	0
2028	Doomsday Engine	Feature	New	Normal	libcommon uses the preprocessor excessively in order specialize for doom, heretic, and hexen		2019-11-29 21:22	0
2027	Doomsday Engine	Bug	New	Normal	Doom64TC map is missing 'on' textures for switches		2019-11-29 21:58	0
2026	Doomsday Engine	Bug	Rejected	Normal	Switches (and possibly other things like them) are not usable in the doom64 plugin		2015-05-03 19:22	0
2025	Doomsday Engine	Bug	Progressed	Normal	Doom64TC does not have a fully functional HUD	rhargrave	2019-11-29 21:57	80
2024	Doomsday Engine	Bug	Closed	Normal	doom64 plugin does not draw HUD	rhargrave	2016-03-27 07:52	0
2022	Doomsday Engine	Bug	Closed	Normal	p_enemy.c in doom64 plugin uses ~15 different copies of A_KeenDie	rhargrave	2019-11-29 16:36	20
2021	Doomsday Engine	Bug	New	High	Doom64's ingame music is severely broken		2019-11-29 21:57	0
2019	Doomsday Engine	Bug	Closed	Normal	ST_UILogForPlayer returning garbage in jDoom64	rhargrave	2015-05-03 07:24	100
2017	Doomsday Engine	Bug	Progressed	Normal	Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding	skyjake	2018-11-19 15:18	50