

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2082	Doomsday Engine	Bug	Closed	Normal	External music (WAV and MP3 formats) are not played; custom music definitions vs. "MAPnn_music"	skyjake	2018-12-06 12:14	100
2083	Doomsday Engine	Bug	Closed	Normal	[Hexen] Spurious warning messages about music ("ignoring unknown music in TranslatedMapinfos")	skyjake	2015-06-19 21:06	100
2084	Doomsday Engine	Bug	New	Low	"title" music (external source, ogg format) is played incorrectly (with noise at start) for heretic and hexen		2017-04-03 13:43	0
2086	Doomsday Engine	Bug	Closed	Lowest	Armorex.wav is not played when knight statue is killed	Deng Team	2017-04-03 19:29	100
2087	Doomsday Engine	Bug	Rejected	Lowest	4th weapon UI is not displayed as hi-res in some cases (hexen)	Deng Team	2015-06-11 17:15	0
2091	Doomsday Engine	Bug	New	Normal	State Particles won't start for Afrit in some cases (Hexen)	Deng Team	2017-04-03 13:40	0
2094	Doomsday Engine	Bug	New	Normal	Incorrect "Pillar-Door Statue" model direction in some cases in Heretic	skyjake	2017-04-03 13:39	0
2157	Doomsday Engine	Bug	Closed	High	[Hexen] Rotating doors are only rotating once in Heresiarch Seminary (ACS gets stuck waiting for notification)	skyjake	2017-01-03 23:00	100
2198	Doomsday Engine	Bug	Closed	Normal	[HeXen] Crash when going through portals with wings (trying to unlock map06 in hub1)	skyjake	2017-03-04 09:25	0
2210	Doomsday Engine	Bug	Closed	Normal	Selected packages are not saved when exiting doomsday (2_0 RC2, build 2257)	skyjake	2017-03-15 08:12	100
2211	Doomsday Engine	Bug	Closed	Normal	Cleric flechette trick causes a hang (related to mobj damage particle effects)	skyjake	2017-03-20 09:23	100
2212	Doomsday Engine	Bug	Closed	High	[Hexen] Strange behavior of torch artifact	skyjake	2017-03-15 08:12	100
2225	Doomsday Engine	Bug	Closed	Normal	Some packages are not displayed in package list until tricky editing info file	skyjake	2018-11-05 19:15	100
2227	Doomsday Engine	Bug	Closed	Normal	[HeXen] Crash during gameplay at DK_Map08 (Constable gate), going through portals while Heresiarch is attacking	skyjake	2017-04-25 22:25	100
2231	Doomsday Engine	Bug	Closed	High	Visual scripts for FBX HUD models not reset after entering portal	skyjake	2017-04-17 11:30	100
2232	Doomsday Engine	Bug	Rejected	Normal	Flask 2.0 "picked up" model hiding delay issue	skyjake	2017-04-20 10:27	0
2233	Doomsday Engine	Bug	New	Normal	Fov 160 issues with texture filtering	skyjake	2018-10-27 16:08	0
2234	Doomsday Engine	Bug	Closed	Normal	Fov 160 + near clip plane issues with MD2 and FBX HUD Models	skyjake	2019-12-23 19:19	100
2235	Doomsday Engine	Bug	New	Normal	Afrits sometimes become invisible when frozen	skyjake	2019-12-01 22:27	0
2236	Doomsday Engine	Bug	New	Normal	Hitscan issues	skyjake	2018-10-27 16:09	0
2239	Doomsday Engine	Bug	New	Normal	HUD Frost shards from XARP changing their Zoffset if instantly fire after switching	skyjake	2017-04-10 21:01	0
2379	Doomsday Engine	Feature	Closed	Normal	HUD Weapon FOV 4:3 adaptation	skyjake	2020-02-01 17:05	100
2400	Doomsday Engine	Bug	Closed	Normal	Some models are not rendered (invisible) or rendered only partially	skyjake	2020-02-01 17:05	100