

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|---|-----------|------------------|--------|
| 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 |
| 2236 | Doomsday Engine | Bug | New | Normal | Hitscan issues | skyjake | 2018-10-27 16:09 | 0 |
| 2235 | Doomsday Engine | Bug | New | Normal | Afrits sometimes become invisible when frozen | skyjake | 2019-12-01 22:27 | 0 |
| 2233 | Doomsday Engine | Bug | New | Normal | Fov 160 issues with texture filtering | skyjake | 2018-10-27 16:08 | 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 |
| 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 |
| 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 |
| 2400 | Doomsday Engine | Bug | Closed | Normal | Some models are not rendered (invisible) or rendered only partially | skyjake | 2020-02-01 17:05 | 100 |
| 2379 | Doomsday Engine | Feature | Closed | Normal | HUD Weapon FOV 4:3 adaptation | skyjake | 2020-02-01 17:05 | 100 |
| 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 |
| 2231 | Doomsday Engine | Bug | Closed | High | Visual scripts for FBX HUD models not reset after entering portal | skyjake | 2017-04-17 11:30 | 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 |
| 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 |
| 2212 | Doomsday Engine | Bug | Closed | High | [Hexen] Strange behavior of torch artifact | 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 |
| 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 |
| 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 |
| 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 |
| 2083 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Spurious warning messages about music ("ignoring unknown music in TranslatedMapinfos") | skyjake | 2015-06-19 21:06 | 100 |
| 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 |
| 2086 | Doomsday Engine | Bug | Closed | Lowest | Armorex.wav is not played when knight statue is killed | Deng Team | 2017-04-03 19:29 | 100 |
| 2232 | Doomsday Engine | Bug | Rejected | Normal | Flask 2.0 "picked up" model hiding delay issue | skyjake | 2017-04-20 10:27 | 0 |
| 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 |