

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2458	Doomsday Engine	Bug	New	Normal	2.3.1 stable: changing audio backend while game is running hangs doomsday	skyjake	2021-04-29 11:32	0
2456	Doomsday Engine	Bug	New	Normal	Stable 2.3.1 linux: audio output is not saved	skyjake	2021-04-14 19:27	0
2444	Doomsday Engine	Bug	New	Normal	doom2-nerve: misaligned textures on map05	skyjake	2021-01-14 11:30	0
2443	Doomsday Engine	Bug	New	Normal	[3.0] External textures load process ignores game id subfolders	skyjake	2021-01-14 07:59	0
2435	Doomsday Engine	Bug	New	Normal	Plutonia: invisible bridges: wrong floor texture placement	skyjake	2020-12-08 08:26	0
2432	Doomsday Engine	Bug	New	Normal	Hexen: Heresiarch is very fast on Chantry (HEXDD)	skyjake	2020-12-07 15:34	0
2429	Doomsday Engine	Bug	New	Normal	Hexen: item is used after load game	Deng Team	2020-12-07 15:34	0
2428	Doomsday Engine	Bug	New	Normal	Hexen: inconsistent saves	Deng Team	2020-12-07 15:34	0
2380	Doomsday Engine	Bug	Rejected	Normal	[Linux] Errors when loading resources from PK3s	Deng Team	2019-12-30 15:34	0
2376	Doomsday Engine	Bug	In Progress	Low	Map geometry is garbled using GCC 5 on Fedora	skyjake	2021-10-10 22:20	0
2441	Doomsday Engine	Bug	Closed	Normal	[3.0] build deps libraries are installed in different subdir (not found by executable)	skyjake	2021-01-14 20:08	100
2381	Doomsday Engine	Feature	Closed	Normal	Support for 8-bit and run-length encoded TGA images	skyjake	2020-12-08 08:27	100
2359	Doomsday Engine	Bug	Closed	Normal	[Hexen] No music on Desolate Garden (MAP26)	skyjake	2019-12-17 11:18	100