

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
374	Doomsday Engine	Bug	Closed	Normal	jDoom64: No monsters in E1M33, E1M35	daniij	2012-08-27 15:27	100
373	Doomsday Engine	Bug	Closed	Normal	jDoom64: Broken behaviour in E1M12	daniij	2012-08-27 15:27	100
372	Doomsday Engine	Bug	Closed	Urgent	DOOM64TC: Crash on maps 14, 15, 20, 23, 24, 26	daniij	2012-08-27 15:27	100
371	Doomsday Engine	Bug	Closed	Normal	DOOM64TC: Interpic doesn't load	daniij	2012-08-27 15:27	100
370	Doomsday Engine	Bug	Closed	Normal	DOOM64TC: HOM in E1M01		2012-08-27 15:27	100
369	Doomsday Engine	Bug	Closed	Normal	jDoom64: Monsters get stuck in doors	daniij	2012-08-27 15:27	100
368	Doomsday Engine	Bug	Closed	High	DOOM64TC: Outcast levels crash	daniij	2012-08-27 15:27	100
367	Doomsday Engine	Bug	Closed	Normal	DOOM64TC: Imps fire only at very short range	daniij	2012-08-27 15:27	100
365	Doomsday Engine	Bug	Closed	High	jDoom64: Save games crash	daniij	2012-08-27 15:27	100
363	Doomsday Engine	Bug	Closed	Normal	DOOM64TC: Wrong character in skill select menu	daniij	2012-08-27 15:27	100
362	Doomsday Engine	Bug	Closed	High	jDoom64: No music in some levels	daniij	2012-08-27 15:27	100
357	Doomsday Engine	Bug	Closed	Urgent	Doomsday hangs at the end screen of games/episodes	daniij	2012-08-27 15:27	100
341	Doomsday Engine	Bug	Closed	Normal	Case sensitive resource loading		2012-08-27 15:25	100
335	Doomsday Engine	Bug	Closed	Normal	in *nix MIDI hangs Doomsday	daniij	2012-08-27 15:25	100
305	Doomsday Engine	Bug	Closed	Normal	fog won't work	daniij	2012-08-27 15:25	100
304	Doomsday Engine	Bug	Closed	Normal	Doomsday crashes on wad (BSP problem)		2012-08-27 15:25	100