

## Issues

| #    | Project         | Tracker | Status | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|--------|----------|---|-----------|------------------|--------|
| 2414 | Doomsday Engine | Bug     | New    | Normal   | Doomsday parses subfolders regardless of the position of the "Subdirs" switch in the "Data Files" window                | Deng Team | 2020-02-08 14:18 | 0      |
| 2407 | Doomsday Engine | Feature | New    | Normal   | "follow / no follow" in the automap settings  | Deng Team | 2020-01-28 01:23 | 0      |
| 2398 | Doomsday Engine | Bug     | New    | Normal   | Incorrect texture mapping   | Deng Team | 2020-01-07 15:57 | 0      |
| 2397 | Doomsday Engine | Bug     | Closed | Normal   | Setting "no monsters" in custom profile is not saved  | skyjake   | 2020-02-01 17:05 | 100    |
| 2396 | Doomsday Engine | Bug     | Closed | Normal   | TGA images have red and blue channels swapped (3D model skin)   | skyjake   | 2020-12-08 11:29 | 100    |
| 2389 | Doomsday Engine | Feature | Closed | Normal   | [Heretic] Door with a trigger linedef in front of it (use Boom "passuse" linedef flag)                                  | Deng Team | 2020-01-03 10:43 | 0      |
| 2388 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Stuck monsters can close the "open stay" door   | Deng Team | 2020-01-01 21:52 | 0      |
| 2387 | Doomsday Engine | Feature | New    | Normal   | [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option) | Deng Team | 2020-01-01 21:53 | 0      |
| 2385 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Deactivating a one-time teleport  | Deng Team | 2020-01-01 21:52 | 0      |