

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 963 | Doomsday Engine | Bug | New | Normal | "spawnmobj" baddies auto wake up in area the player has shot | | 2017-04-03 15:01 | 0 |
| 1531 | Doomsday Engine | Feature | New | Normal | "take" cmd to take away pickup powers | | 2019-11-29 19:01 | 30 |
| 669 | Doomsday Engine | Bug | New | Low | 0 tic state issues | | 2017-04-03 14:57 | 0 |
| 978 | Doomsday Engine | Bug | Closed | Normal | 0 tic weapon states no longer function | | 2012-08-27 15:35 | 100 |
| 1858 | Doomsday Engine | Bug | New | Low | 0 tic/time handling | | 2019-11-29 21:05 | 0 |
| 1587 | Doomsday Engine | Feature | New | Normal | 3D weapon behaviour | | 2017-04-03 15:02 | 0 |
| 1084 | Doomsday Engine | Bug | Closed | High | 666 tag compat option ('any boss triggers 666') doesn't work | | 2012-08-30 16:19 | 100 |
| 1528 | Doomsday Engine | Feature | Closed | Normal | A distance field for sound defs | | 2013-10-22 11:04 | 0 |
| 2340 | Doomsday Engine | Feature | New | Normal | A new MP game mode: no respawn | | 2019-08-03 19:59 | 0 |
| 1492 | Doomsday Engine | Feature | Closed | Normal | Ability for end level xg class to skip the intermission | | 2012-08-27 15:39 | 100 |
| 438 | Doomsday Engine | Feature | New | Low | Accurately hit testing fast projectiles (compatibility option) | | 2019-11-29 15:24 | 0 |
| 1555 | Doomsday Engine | Feature | Rejected | Normal | Add dynamic lights without having to alter the mob def | | 2019-11-29 19:12 | 0 |
| 1979 | Doomsday Engine | Feature | Feedback | Normal | Additional sound formats | | 2019-11-29 21:15 | 0 |
| 1981 | Doomsday Engine | Bug | New | Normal | Alerts can be opened in Busy mode, causing occasional visual artifacts | | 2017-04-03 13:59 | 0 |
| 1553 | Doomsday Engine | Feature | Rejected | Low | Align crosshair with actual line of fire | | 2020-01-07 12:39 | 0 |
| 902 | Doomsday Engine | Bug | Closed | Low | Ammo taken in weapon fire action | | 2012-08-27 15:35 | 100 |
| 1727 | Doomsday Engine | Feature | New | Normal | Apply colored sector lighting by sector via DED | | 2019-11-29 19:26 | 0 |
| 695 | Doomsday Engine | Bug | Closed | Normal | auto lowering of flying mobjs not checking the way is clear | | 2012-08-27 15:33 | 100 |
| 1893 | Doomsday Engine | Bug | New | Low | Automap drawing difference to original games | | 2017-04-03 18:32 | 0 |
| 1711 | Doomsday Engine | Feature | Rejected | Normal | Automatically switching external music | | 2019-11-29 19:25 | 0 |
| 2064 | Doomsday Engine | Bug | New | Urgent | Bugs in HeXen Multiplayer | | 2018-07-29 16:53 | 0 |
| 287 | Doomsday Engine | Bug | Progressed | Low | Changes to BLOOD states ignored | | 2019-11-29 23:04 | 0 |
| 614 | Doomsday Engine | Bug | Closed | Normal | Chat controls interfere with cheats | | 2012-08-27 15:31 | 100 |
| 1980 | Doomsday Engine | Bug | New | Low | Client should refuse to use the same userdir as another already running client | | 2019-12-01 21:52 | 0 |
| 1547 | Doomsday Engine | Feature | New | Low | Command for manipulating numeric controls | | 2019-11-29 19:09 | 0 |
| 1550 | Doomsday Engine | Feature | Rejected | Normal | Command to 'kill all' | | 2019-11-29 19:10 | 0 |
| 945 | Doomsday Engine | Bug | Closed | Normal | Console resize shortcut also scrolls the text up/down | | 2012-08-27 15:35 | 100 |
| 853 | Doomsday Engine | Bug | Closed | Normal | Console: warp command doesn't work on Doom1 or Heretic | | 2012-08-27 15:34 | 100 |
| 1913 | Doomsday Engine | Bug | Rejected | Normal | Custom Playpal messes up future font colours | | 2014-11-23 21:47 | 0 |
| 1474 | Doomsday Engine | Feature | Rejected | Low | Customization options for object shadows | | 2019-11-29 15:34 | 0 |
| 999 | Doomsday Engine | Bug | Closed | Normal | Ded flag translation mistake | | 2012-08-27 19:14 | 100 |

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|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 1069 | Doomsday Engine | Bug | New | Normal | Default background colour for holes in splash screens | | 2017-04-03 14:43 | 0 |
| 1706 | Doomsday Engine | Bug | Closed | Normal | Default Mapinfo music glitch | | 2014-10-05 19:57 | 0 |
| 1579 | Doomsday Engine | Feature | New | Low | Dehacked 2.0 support | | 2019-11-29 12:31 | 0 |
| 1070 | Doomsday Engine | Bug | Rejected | Normal | Dehacked weapon issue | | 2012-08-28 10:46 | 0 |
| 856 | Doomsday Engine | Bug | Rejected | Low | Demo playback issues | | 2013-10-20 20:29 | 0 |
| 1631 | Doomsday Engine | Bug | New | Low | Doom 2 finale: animation speeds for the Cast | | 2017-04-03 14:41 | 0 |
| 1671 | Doomsday Engine | Bug | Rejected | Normal | Doom Sector type 10 not 'releasing' sector after action has occurred | | 2013-12-18 10:34 | 0 |
| 1998 | Doomsday Engine | Feature | New | Normal | Emulate original game menus (other settings moved to taskbar UI) | | 2017-04-03 18:43 | 0 |
| 1488 | Doomsday Engine | Feature | New | Normal | Extended Hexen fullscreen HUD | | 2019-11-29 18:49 | 0 |
| 1867 | Doomsday Engine | Feature | New | Normal | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom) | | 2019-11-29 21:07 | 0 |
| 976 | Doomsday Engine | Bug | Closed | Normal | Fakeradio: One sided mid textures | | 2012-08-27 15:35 | 100 |
| 1816 | Doomsday Engine | Bug | New | Normal | First sound played at map start up erroneously doesn't play | | 2017-04-03 14:17 | 0 |
| 1499 | Doomsday Engine | Feature | New | Normal | Flag to disable mobj respawn on specific types | | 2017-04-03 18:48 | 0 |
| 1063 | Doomsday Engine | Bug | New | Normal | Flash state models offset incorrectly in 16:10 | | 2017-04-03 14:44 | 0 |
| 594 | Doomsday Engine | Bug | Closed | Normal | Full screen HUD sprites / Incorrect scaling of HUD items | | 2012-08-27 15:31 | 100 |
| 1470 | Doomsday Engine | Feature | Closed | Normal | Functionality of original Doom sector/line types vs XG | | 2012-08-27 15:39 | 100 |
| 1710 | Doomsday Engine | Bug | Closed | Normal | game-fastmonsters 0/1 doesn't work | | 2014-04-08 12:32 | 0 |
| 1734 | Doomsday Engine | Bug | Progressed | Low | Games' Help InFine scripts have no sounds | | 2017-04-03 18:33 | 10 |
| 1928 | Doomsday Engine | Bug | New | Normal | GameSession: ThingArchive::serialIdFor: Thing archive exhausted! | | 2017-04-03 14:04 | 0 |
| 1905 | Doomsday Engine | Feature | New | Low | God mode console cheat that doesn't restore health | | 2019-11-29 21:09 | 0 |
| 1958 | Doomsday Engine | Bug | New | Normal | Help infine clash with already playing infine | | 2017-04-03 14:01 | 0 |
| 1947 | Doomsday Engine | Bug | Rejected | Normal | Heretic Treasure Chest minor Mapinfo ded and lump reading errors | | 2015-03-07 14:39 | 0 |
| 672 | Doomsday Engine | Bug | Closed | Normal | HeXen Class menu wrong colours | | 2012-08-27 15:32 | 100 |
| 715 | Doomsday Engine | Bug | Closed | Normal | HeXen: Corrupted save games | | 2012-08-27 15:33 | 100 |
| 912 | Doomsday Engine | Bug | Closed | Normal | HeXen: Level music numbers off by one | | 2012-08-27 15:35 | 100 |
| 913 | Doomsday Engine | Bug | Closed | Normal | HeXen: level warping cheats partially broken | | 2012-08-27 15:35 | 100 |
| 667 | Doomsday Engine | Bug | Closed | Normal | HeXenDK Abattoir clipping bug | | 2012-08-27 15:32 | 100 |
| 572 | Doomsday Engine | Bug | Closed | Normal | IDMUSxx cheat ded oversights | | 2012-08-27 15:31 | 100 |
| 1536 | Doomsday Engine | Feature | Closed | Normal | In map Infine pauses when the menu is open? | | 2013-10-22 11:19 | 0 |
| 2292 | Doomsday Engine | Feature | New | Normal | Indication of an options default setting | | 2019-11-29 22:21 | 0 |
| 513 | Doomsday Engine | Bug | Closed | Normal | Infine control oversights | | 2012-08-27 15:31 | 100 |
| 1709 | Doomsday Engine | Bug | New | Low | Infine events interfere with taskbar | | 2017-04-03 14:38 | 0 |
| 1494 | Doomsday Engine | Feature | Rejected | Normal | InFine script for "MapTitle" display | | 2019-11-29 18:51 | 0 |

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| 1669 | Doomsday Engine | Feature | Rejected | Low | Invisibility affects player automap arrow (option) | | 2019-11-29 15:50 | 0 |
| 2417 | Doomsday Engine | Feature | Closed | Normal | Is it possible to separate left and right shift to separate control bindings? | | 2020-03-14 07:59 | 0 |
| 839 | Doomsday Engine | Bug | Closed | Normal | JHeretic: No support for in wad title background replacement | | 2012-08-27 15:34 | 100 |
| 615 | Doomsday Engine | Bug | Closed | Normal | Left Ctrl and "[" are treated as the same key | | 2012-08-27 15:31 | 100 |
| 1462 | Doomsday Engine | Feature | Rejected | Normal | Light Amp Goggles and Torches affect dynamic lights | | 2013-10-23 08:31 | 0 |
| 2002 | Doomsday Engine | Bug | Rejected | Normal | Light decoration level fields ignored if min/max values indential | | 2015-03-26 11:20 | 0 |
| 514 | Doomsday Engine | Bug | New | Low | Light decoration placement on planes if origin is incident with a sector boundary | | 2017-04-03 14:56 | 0 |
| 523 | Doomsday Engine | Bug | Closed | Normal | lightref_original doesn't work for coloured lighting | | 2012-08-27 15:31 | 100 |
| 578 | Doomsday Engine | Bug | Closed | Normal | line_type act sound | | 2012-08-27 15:31 | 100 |
| 1026 | Doomsday Engine | Bug | Closed | Low | Load console command music oversight | | 2019-11-29 12:52 | 0 |
| 492 | Doomsday Engine | Bug | Closed | Normal | lrc_wall_texture doesn't work | | 2012-08-27 15:30 | 100 |
| 497 | Doomsday Engine | Bug | Closed | Normal | Ltf_missile_hit seems fairly unreliable | | 2012-08-27 15:30 | 100 |
| 1130 | Doomsday Engine | Bug | New | Low | Mana bars on the statusbar ignore opacity | | 2017-04-03 14:41 | 0 |
| 581 | Doomsday Engine | Bug | Closed | Normal | Map fog disabled and re-enabled when menu is open and closed | | 2012-08-27 15:31 | 100 |
| 2322 | Doomsday Engine | Feature | Rejected | Normal | Material def scroll options | | 2019-11-29 22:22 | 0 |
| 1549 | Doomsday Engine | Feature | Rejected | Low | Material property that allows disabling ambient occlusion | | 2019-11-29 15:46 | 0 |
| 1581 | Doomsday Engine | Feature | Rejected | Low | Melee attacks affected by looking up/down | | 2019-11-29 15:48 | 0 |
| 510 | Doomsday Engine | Bug | Closed | Normal | Menu colours cfg/values def conflict | | 2012-08-27 15:31 | 100 |
| 580 | Doomsday Engine | Bug | Closed | Normal | menu-fog off doesn't work | | 2012-08-27 15:31 | 100 |
| 2090 | Doomsday Engine | Bug | New | Normal | Missile with no death state error | | 2017-04-03 13:42 | 0 |
| 2042 | Doomsday Engine | Bug | New | High | Mobj spawning at sector boundary height should choose highest contacted floor | | 2017-04-03 18:32 | 0 |
| 2056 | Doomsday Engine | Bug | New | Normal | Moving platforms sound origin incorrect | | 2019-11-29 23:01 | 0 |
| 1466 | Doomsday Engine | Feature | Rejected | Normal | Multiplayer map select limitation | | 2013-10-18 15:41 | 0 |
| 1808 | Doomsday Engine | Bug | Progressed | High | New sprites in addons do not work | | 2019-11-29 23:06 | 0 |
| 1571 | Doomsday Engine | Feature | New | Normal | On screen notification for Always Run | | 2019-11-29 19:18 | 0 |
| 1493 | Doomsday Engine | Feature | New | Normal | Opposites for mobj_gone and activator_type requirements | | 2017-04-03 18:48 | 0 |
| 1535 | Doomsday Engine | Feature | New | Normal | Option for fullbright textures affected by colored sectors | | 2019-11-29 19:02 | 0 |
| 1546 | Doomsday Engine | Feature | New | Low | Option for particle generator to hide sprite | | 2019-11-29 15:45 | 0 |
| 1649 | Doomsday Engine | Feature | New | Low | Option to disable HUD/menu font upscaling | | 2019-11-29 20:26 | 0 |
| 1509 | Doomsday Engine | Feature | Closed | Normal | Option to stop active/sight sounds if emitter killed | | 2014-01-03 16:44 | 0 |
| 1477 | Doomsday Engine | Feature | Closed | Normal | Outside level infine game mode controllable | | 2012-08-27 15:39 | 100 |
| 918 | Doomsday Engine | Bug | New | Low | Particles and looking up/down sharply | | 2017-04-03 14:59 | 0 |
| 455 | Doomsday Engine | Bug | Closed | Normal | Particles and partially transparrent textures | | 2012-08-27 15:29 | 100 |

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| 936 | Doomsday Engine | Bug | Closed | Normal | Particles: setting vector relative to mobj | | 2012-08-27 15:35 | 100 |
| 1582 | Doomsday Engine | Feature | New | Normal | Player actions while game is paused | | 2017-04-03 18:39 | 0 |
| 1015 | Doomsday Engine | Bug | New | High | Player getting stuck on certain walls? | | 2017-04-03 18:34 | 0 |
| 1660 | Doomsday Engine | Bug | New | Normal | Player start near wall leads to misplaced player | | 2017-04-03 14:40 | 0 |
| 1667 | Doomsday Engine | Bug | Rejected | Normal | Player weapon sounds interrupt "dont_stop" sounds | | 2014-01-03 16:40 | 0 |
| 1923 | Doomsday Engine | Bug | New | Normal | PNG textures render as solid black (embedded in WAD) | | 2016-10-27 12:51 | 0 |
| 565 | Doomsday Engine | Bug | Closed | Normal | Post level Infine seg fault | | 2012-08-27 15:31 | 100 |
| 1551 | Doomsday Engine | Feature | New | Normal | Print unknown line/sector types to the console | | 2019-11-26 15:33 | 0 |
| 2320 | Doomsday Engine | Feature | New | Normal | Re-enable XG dummy line | | 2020-12-08 08:27 | 0 |
| 2110 | Doomsday Engine | Feature | Rejected | Normal | Recolour materials at def level | | 2019-11-29 22:14 | 0 |
| 1726 | Doomsday Engine | Feature | New | Normal | Remapping the colours on a texture via material def | | 2019-11-29 19:26 | 0 |
| 1864 | Doomsday Engine | Feature | New | Normal | Remember material, particle and decoration animation states in saved games | | 2019-11-29 21:06 | 0 |
| 1460 | Doomsday Engine | Feature | New | Normal | Remember the playing music in save game | | 2017-04-03 18:49 | 0 |
| 875 | Doomsday Engine | Bug | Closed | Normal | Rend-Dev-Nosprite conflicts with certain HeXen mobj actions | | 2012-08-27 15:35 | 100 |
| 1459 | Doomsday Engine | Feature | New | Normal | Replacement of MT_POD unique behavior with flag | | 2019-11-29 18:49 | 0 |
| 1814 | Doomsday Engine | Bug | Rejected | Normal | resetbindings slightly wonky | | 2014-05-27 23:22 | 0 |
| 1564 | Doomsday Engine | Feature | Rejected | Normal | Runtime option for enabling/disabling texture compression | | 2019-11-29 19:15 | 0 |
| 1461 | Doomsday Engine | Feature | New | Normal | Separate chain/event derived/driven behaviour for XG | | 2017-04-03 18:48 | 0 |
| 1489 | Doomsday Engine | Feature | New | Normal | Separate decor definitions for different plane types | | 2019-11-29 18:50 | 0 |
| 1031 | Doomsday Engine | Bug | New | Normal | Shootable triggers and freelook | | 2017-04-03 14:46 | 0 |
| 1897 | Doomsday Engine | Bug | New | Low | Slightly different sprite clipping in Dday versus vanilla | | 2017-04-03 18:32 | 0 |
| 1529 | Doomsday Engine | Feature | New | Normal | Sound affected by the world | | 2019-11-29 18:59 | 0 |
| 1475 | Doomsday Engine | Feature | New | Normal | Spawnmobj "deaf" things | | 2019-11-29 18:46 | 0 |
| 599 | Doomsday Engine | Bug | Closed | Normal | Speed field ignored for certain missiles | | 2012-08-27 15:31 | 100 |
| 967 | Doomsday Engine | Bug | New | Low | Sprite angling incorrect at sharp angles | | 2017-04-03 14:59 | 0 |
| 1929 | Doomsday Engine | Bug | Progressed | Normal | Sprite priority handling | | 2019-11-29 23:06 | 0 |
| 1522 | Doomsday Engine | Feature | Rejected | Low | Sprite scaling | | 2019-11-29 15:44 | 0 |
| 684 | Doomsday Engine | Bug | New | Normal | Sprites moving up if their bottom intersects the floor | | 2017-04-03 18:32 | 0 |
| 1677 | Doomsday Engine | Feature | New | Low | Square particle shape (option, as alternative to round particles) | | 2019-11-29 15:51 | 0 |
| 1471 | Doomsday Engine | Feature | New | Normal | Standard definitions should conform to vanilla | | 2019-11-29 23:06 | 0 |
| 1559 | Doomsday Engine | Feature | New | Low | State and sprite without a mobj (SMT2A0/STLAG) | | 2019-11-29 19:14 | 0 |
| 1464 | Doomsday Engine | Feature | Closed | Normal | Stereo sound support | | 2012-08-27 15:39 | 100 |
| 1476 | Doomsday Engine | Feature | New | Normal | Support for the features of the Playpal and Colormap lumps | | 2017-04-03 18:42 | 0 |

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|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 1949 | Doomsday Engine | Feature | Rejected | Normal | Support for Windows Quick Launch bar | | 2019-11-29 21:12 | 0 |
| 1668 | Doomsday Engine | Feature | New | Normal | Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range | | 2020-12-08 08:27 | 0 |
| 877 | Doomsday Engine | Bug | New | High | Texture offset anomaly | | 2019-11-29 23:06 | 0 |
| 1506 | Doomsday Engine | Feature | Closed | Normal | The ability to scroll the auto map whilst paused | | 2013-10-22 10:43 | 0 |
| 573 | Doomsday Engine | Bug | Closed | Normal | Thing Dynamic lights: Y Offset +/- wrong way around | | 2012-08-27 15:31 | 100 |
| 491 | Doomsday Engine | Bug | Closed | Normal | Tiny blood splat editing bug | | 2012-08-27 15:30 | 100 |
| 1828 | Doomsday Engine | Bug | New | Low | Tutorial doesn't claim mouse after clicking during launch | | 2017-04-03 14:15 | 0 |
| 2001 | Doomsday Engine | Feature | Rejected | Normal | Uninstall savegames, configs and other runtime files (optionally) | | 2019-11-29 21:16 | 0 |
| 2073 | Doomsday Engine | Feature | Closed | Normal | Updater remembering save status | | 2017-02-20 14:30 | 0 |
| 1542 | Doomsday Engine | Feature | New | High | Use hit origin for Damage generator | | 2019-11-29 19:08 | 0 |
| 1491 | Doomsday Engine | Feature | New | Normal | Variable damage for the pmf_crush plane move flag | | 2017-04-03 18:48 | 0 |
| 1129 | Doomsday Engine | Bug | New | Normal | Various mobj Z movement clipping bugs | | 2019-11-29 22:58 | 0 |
| 1563 | Doomsday Engine | Feature | New | Normal | Weapon text defs affect the Controls menu | | 2019-11-29 19:15 | 0 |
| 1999 | Doomsday Engine | Bug | New | Normal | Window focus/close events ignored during busy mode (should defer) | | 2017-04-03 13:55 | 0 |
| 512 | Doomsday Engine | Bug | Closed | Normal | XG scrolling animated texture issue | | 2012-08-27 15:31 | 100 |
| 1538 | Doomsday Engine | Feature | Closed | Normal | XG: (de)activation event option when changing line types | | 2012-08-27 15:39 | 100 |
| 958 | Doomsday Engine | Bug | Closed | Normal | XG: when_last and count line types | | 2012-08-27 15:35 | 100 |
| 1861 | Doomsday Engine | Bug | Closed | Normal | [ATI] Line antialiasing vs crosshair opacity | | 2017-04-03 14:13 | 0 |
| 1863 | Doomsday Engine | Bug | New | Low | [automap] line updating | | 2017-04-03 14:12 | 0 |
| 1568 | Doomsday Engine | Feature | New | Normal | [Automap] Option for hiding non-blocking lines | | 2019-11-29 18:32 | 0 |
| 1567 | Doomsday Engine | Feature | Rejected | Low | [Automap] Quick hide/show markers | | 2019-11-29 15:47 | 0 |
| 1566 | Doomsday Engine | Feature | New | Normal | [Automap] Reset line colors | | 2019-11-29 21:31 | 0 |
| 1092 | Doomsday Engine | Bug | New | Low | [Chex/HacX] Weapon names in Controls menu | | 2017-04-03 14:44 | 0 |
| 787 | Doomsday Engine | Bug | New | Normal | [Co-op] Voodoo dolls not supported | | 2017-04-03 18:34 | 0 |
| 1661 | Doomsday Engine | Bug | New | Normal | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap) | | 2019-11-29 22:58 | 0 |
| 2109 | Doomsday Engine | Bug | New | High | [Doom] "Doomsday of UAC" invisible stairs not climable | | 2019-11-29 23:22 | 0 |
| 1076 | Doomsday Engine | Bug | New | Normal | [Doom] 3d movement option broken | | 2019-11-29 22:58 | 0 |
| 975 | Doomsday Engine | Bug | New | Normal | [Doom] Armour Helmets full bright | | 2017-04-03 18:32 | 0 |
| 2012 | Doomsday Engine | Bug | New | Normal | [Doom] Boom bug in Memento Mori II | | 2017-04-03 13:50 | 0 |
| 2104 | Doomsday Engine | Bug | New | High | [Doom] Boss Brain generators incorrect position | | 2017-04-03 13:36 | 0 |
| 956 | Doomsday Engine | Bug | Closed | Low | [Doom] Boss cubes crash on spawn if lacking mf_noclip | | 2012-08-27 15:35 | 100 |
| 959 | Doomsday Engine | Bug | New | Normal | [Doom] Crushed bad guys and tag666 | | 2017-04-03 18:34 | 0 |

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| 970 | Doomsday Engine | Bug | New | Low | [Doom] Evil Eye height issue | | 2017-04-03 15:01 | 0 |
| 1957 | Doomsday Engine | Bug | New | Low | [Doom] God Mode cheat doesn't respect Values def | | 2017-04-03 14:03 | 0 |
| 1694 | Doomsday Engine | Feature | New | Low | [Doom] Invulnerability animation: full bright sync, apply tic rate | | 2017-04-03 18:56 | 0 |
| 2097 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Soul bouncing accuracy in Ultimate Doom | | 2017-04-03 18:33 | 0 |
| 972 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Souls infinite Z height | | 2017-04-03 14:55 | 0 |
| 968 | Doomsday Engine | Bug | New | Normal | [Doom] Mancubus attacks and high Z height differences | | 2017-04-03 18:34 | 0 |
| 1701 | Doomsday Engine | Bug | New | Normal | [Doom] Map08/ExM8 sound emulation | | 2017-04-03 18:33 | 0 |
| 925 | Doomsday Engine | Bug | New | Normal | [Doom] Map32: Secret exit quirk not replicated | | 2017-04-03 18:34 | 0 |
| 1965 | Doomsday Engine | Bug | New | High | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward | | 2018-07-29 16:53 | 0 |
| 1921 | Doomsday Engine | Bug | New | Normal | [Doom] No screen wipe from map to post map InFine | | 2017-04-03 18:32 | 0 |
| 2013 | Doomsday Engine | Bug | New | Normal | [Doom] Pain Elemental Vanilla/Boom compatibility option | | 2017-04-03 18:33 | 0 |
| 2326 | Doomsday Engine | Bug | New | High | [Doom] PRCP map32; player incorrectly spawning as camera | | 2019-11-29 22:30 | 0 |
| 1827 | Doomsday Engine | Bug | New | High | [Doom] Revenant infinite loop case | | 2019-11-27 05:51 | 0 |
| 1007 | Doomsday Engine | Bug | New | Normal | [Doom] Sound emitter overlap handling | | 2019-11-29 22:58 | 0 |
| 1963 | Doomsday Engine | Bug | New | High | [Doom] Spawning on top of a weapon leads to broken weapon (multiplayer) | | 2018-07-29 16:53 | 0 |
| 966 | Doomsday Engine | Bug | Progressed | Normal | [Doom] Use of CWILV graphics on automap | | 2017-04-03 14:56 | 50 |
| 1925 | Doomsday Engine | Bug | New | Normal | [Doom] Values def can't change nightmare skill level option | | 2017-04-03 14:04 | 0 |
| 1532 | Doomsday Engine | Feature | New | Low | [Doom Heretic] Secret found message text | | 2019-11-29 15:44 | 0 |
| 2067 | Doomsday Engine | Bug | New | Normal | [Heretic Multiplayer] Inventory doesn't auto scroll if can't use item | | 2018-07-29 16:53 | 0 |
| 2066 | Doomsday Engine | Bug | New | High | [Heretic Multiplayer] Iron Lich firewall doesn't expand | | 2018-07-29 16:53 | 0 |
| 2065 | Doomsday Engine | Bug | New | Normal | [Heretic Multiplayer] Wings of Wrath bugs | | 2018-07-29 16:53 | 0 |
| 1968 | Doomsday Engine | Bug | New | Low | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly) | | 2017-04-03 14:01 | 0 |
| 1032 | Doomsday Engine | Bug | New | Normal | [Heretic] Badguy auto/raise lower to camera | | 2017-04-03 14:46 | 0 |
| 1058 | Doomsday Engine | Bug | New | Low | [Heretic] D'sparil only supports up to 256 teleporter spots | | 2017-04-03 14:45 | 0 |
| 671 | Doomsday Engine | Bug | New | Normal | [Heretic] Enemy missile spreads have incorrect vertical aim | | 2017-04-03 14:57 | 0 |
| 1059 | Doomsday Engine | Bug | New | Normal | [Heretic] Health counter jumps up and down | | 2017-04-03 14:44 | 0 |
| 1894 | Doomsday Engine | Bug | New | Normal | [Heretic] Map that relies on original footclipping | | 2017-04-03 18:33 | 0 |
| 1899 | Doomsday Engine | Bug | Rejected | Low | [Heretic] MP client immediately seg faults (wrong WADs) | | 2014-11-18 20:31 | 0 |
| 947 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Particle corruption | | 2012-08-27 15:35 | 100 |
| 665 | Doomsday Engine | Bug | New | Low | [Heretic] Some missiles should not splash | | 2017-04-03 14:57 | 0 |
| 1570 | Doomsday Engine | Feature | Rejected | Normal | [Heretic] Use IWAD original episode end graphics (E2PAL) | | 2019-11-29 19:17 | 0 |
| 1744 | Doomsday Engine | Bug | New | Normal | [Heretic] Waterfall sounds switch from left to right (centered in vanilla) | | 2017-04-03 18:33 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 2096 | Doomsday Engine | Bug | New | Low | [Heretic] [HeXen] hud number one offset | | 2017-04-03 13:38 | 0 |
| 2107 | Doomsday Engine | Bug | New | Normal | [Heretic] [Hexen] Line attacks produce no sound on impact | | 2020-01-04 11:15 | 0 |
| 1560 | Doomsday Engine | Feature | Rejected | Low | [Heretic Hexen] Original freelook range option | | 2019-11-29 15:47 | 0 |
| 511 | Doomsday Engine | Bug | New | Normal | [Heretic Hexen] Torch fix not applied (low ceiling) | | 2017-04-03 14:56 | 0 |
| 1644 | Doomsday Engine | Bug | New | Lowest | [HeXen beta demo] Should have Heretic crush behaviour | | 2017-04-03 18:34 | 0 |
| 2053 | Doomsday Engine | Feature | New | Normal | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO | | 2017-04-03 18:46 | 0 |
| 1569 | Doomsday Engine | Feature | New | Lowest | [Hexen] Demo version cheat codes and "Beta" message | | 2019-11-29 19:16 | 0 |
| 1088 | Doomsday Engine | Bug | New | Low | [Hexen] Hud doesn't switch to INRED graphics when low on health | | 2017-04-03 14:43 | 0 |
| 1064 | Doomsday Engine | Bug | New | High | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine) | | 2016-11-22 14:21 | 0 |
| 1034 | Doomsday Engine | Bug | Closed | Low | [HeXen] Korax's ghost movement | | 2012-08-27 15:36 | 100 |
| 2156 | Doomsday Engine | Feature | New | Normal | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI) | | 2017-04-03 13:30 | 0 |
| 1045 | Doomsday Engine | Bug | New | Low | [Hexen] Moving platform sound loops while menu open | | 2019-11-29 22:58 | 0 |
| 2117 | Doomsday Engine | Bug | New | Normal | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4) | | 2017-04-03 18:33 | 0 |
| 2118 | Doomsday Engine | Bug | New | Normal | [HeXen] Possible mishandling of sector effect 200 (sky textures) | | 2017-04-03 18:34 | 0 |
| 1558 | Doomsday Engine | Feature | Rejected | Low | [Hexen] Smooth Reivers Z movement | | 2019-11-29 12:55 | 0 |
| 874 | Doomsday Engine | Bug | Closed | Low | [Hexen] Stalker gib levitates | | 2018-11-23 08:34 | 100 |
| 909 | Doomsday Engine | Bug | New | Normal | [Hexen] Tiny difference in Ettin behaviour | | 2017-04-03 18:34 | 0 |
| 915 | Doomsday Engine | Bug | New | Low | [Hexen] Wraithverge Ghosts incorrectly full bright | | 2017-04-03 18:32 | 0 |
| 613 | Doomsday Engine | Bug | New | Low | [InFine] Inadvertent background animation | | 2017-04-03 14:57 | 0 |
| 1507 | Doomsday Engine | Feature | New | Normal | [InFine] Option to pause playing script if the game is paused | | 2017-04-03 18:48 | 0 |
| 1556 | Doomsday Engine | Feature | Closed | Normal | [InFine] Randomized placement/selection | | 2019-11-29 19:13 | 0 |
| 1523 | Doomsday Engine | Feature | New | Normal | [Infine] Skill level checks | | 2019-11-29 18:57 | 0 |
| 1451 | Doomsday Engine | Feature | New | Normal | [InFine] stopsound | | 2019-11-29 18:45 | 0 |
| 1484 | Doomsday Engine | Feature | Rejected | Normal | [MP] Bindings for group chat | | 2019-11-29 18:31 | 0 |
| 2055 | Doomsday Engine | Bug | New | Normal | [MP] Multiple instances can't connect to a local server | | 2018-07-29 16:53 | 0 |
| 1883 | Doomsday Engine | Bug | New | Normal | [MP] no teleporter sound when spawning/respawning | | 2019-11-26 14:51 | 0 |
| 2054 | Doomsday Engine | Bug | New | Low | [MP] No weapon pickup notification in Hexen | | 2018-07-29 16:53 | 0 |
| 1565 | Doomsday Engine | Feature | New | High | [MP] Option to remove MP flagged weapons in co-op | | 2018-07-29 16:53 | 0 |
| 1967 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled | | 2018-07-29 16:53 | 0 |
| 1885 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Incorrect player numbers in scoreboard between maps | | 2018-07-29 16:53 | 0 |
| 566 | Doomsday Engine | Bug | Progressed | Low | [Resampler] Low quality sound samples play distorted | | 2017-04-03 14:57 | 0 |
| 1046 | Doomsday Engine | Bug | Closed | Normal | [Snowberry] No HeXen beta demo gamemode | | 2017-04-03 14:45 | 0 |
| 1723 | Doomsday Engine | Bug | New | Normal | [Value def's] impossible to remove pistol | | 2017-04-03 14:34 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|--|-----------|------------------|--------|
| 1054 | Doomsday Engine | Bug | Closed | Normal | [Win XP] Jitter with sync in windowed mode | | 2012-09-19 12:12 | 100 |
| 1042 | Doomsday Engine | Bug | New | High | [Windows] Alt key and console activation | | 2019-11-29 23:06 | 0 |
| 1041 | Doomsday Engine | Bug | New | High | [Windows] Pressing Alt/AltGr key confuses turning | | 2019-11-29 23:06 | 0 |
| 1465 | Doomsday Engine | Feature | New | Normal | [XG] "Player needs object X" message | | 2017-04-03 18:48 | 0 |
| 1524 | Doomsday Engine | Feature | New | High | [XG] Ability to do anything with ammo, weapons and artefacts | | 2017-04-03 18:48 | 0 |
| 1537 | Doomsday Engine | Feature | New | Normal | [XG] Activation event option when changing line types | | 2017-04-03 18:48 | 0 |
| 1467 | Doomsday Engine | Feature | New | High | [XG] Incorporate vanilla line/sector types | | 2017-04-03 18:48 | 0 |
| 1530 | Doomsday Engine | Feature | New | Normal | [XG] ltf_count requirement | | 2017-04-03 18:48 | 0 |
| 1526 | Doomsday Engine | Feature | New | Normal | [XG] Randomizing activation/deactivation wait timer | | 2017-04-03 18:48 | 0 |
| 964 | Doomsday Engine | Bug | New | Normal | [XG] Sounds ignore defined group | | 2017-04-03 15:01 | 0 |
| 1915 | Doomsday Engine | Bug | Feedback | Lowest | Click-to-focus also handled as UI click | Deng Team | 2017-04-03 14:05 | 0 |
| 2438 | Doomsday Engine | Bug | New | Normal | Support for non vanilla length hubs | Deng Team | 2020-12-10 19:12 | 0 |
| 2034 | Doomsday Engine | Bug | Closed | High | [HeXen DK] Snowberry versus Ring Zero launching | Deng Team | 2015-05-18 22:23 | 100 |
| 1066 | Doomsday Engine | Bug | Closed | Normal | "Use custom automap colors" menu option broken | danij | 2012-08-30 07:32 | 100 |
| 929 | Doomsday Engine | Bug | Closed | Normal | 0 byte THINGS lump results in map conversion failure | danij | 2012-08-27 15:35 | 100 |
| 286 | Doomsday Engine | Bug | Closed | Urgent | 666 tag on E4M6 of UD | danij | 2012-08-27 15:25 | 100 |
| 629 | Doomsday Engine | Bug | Closed | Normal | A couple of broken XG classes | danij | 2012-08-27 15:32 | 100 |
| 528 | Doomsday Engine | Bug | Closed | Normal | A possible resource loading bug in Beta5 | danij | 2012-08-27 15:31 | 100 |
| 1916 | Doomsday Engine | Bug | Closed | Normal | Activating binding grab with mouse button(s) in control menu | danij | 2014-11-28 14:38 | 100 |
| 1525 | Doomsday Engine | Feature | Closed | Normal | Allow gaps in Sprite animation frame sets | danij | 2015-03-07 07:43 | 100 |
| 596 | Doomsday Engine | Bug | Closed | Normal | Armour bug | danij | 2012-08-27 15:31 | 100 |
| 655 | Doomsday Engine | Bug | Closed | Normal | Artefact key's not checking that player actually has item | danij | 2012-08-27 15:32 | 100 |
| 872 | Doomsday Engine | Bug | Closed | Normal | Auto map drawing lines the player can't see at map start up | danij | 2012-08-27 15:35 | 100 |
| 1073 | Doomsday Engine | Bug | Closed | Normal | Automap - secret line flag and door glows | danij | 2012-08-30 07:32 | 100 |
| 576 | Doomsday Engine | Bug | Closed | Normal | Automap colours | danij | 2012-08-27 15:31 | 100 |
| 796 | Doomsday Engine | Bug | Closed | Low | Automap updating whilst fading away | danij | 2012-08-27 15:34 | 100 |
| 878 | Doomsday Engine | Bug | Closed | Normal | Automap visual nitpicks | danij | 2012-08-27 15:35 | 100 |
| 678 | Doomsday Engine | Bug | Closed | Normal | Automap: Rotation angle smoothing | danij | 2012-08-27 15:33 | 100 |
| 483 | Doomsday Engine | Bug | Closed | Normal | A_SkelMissile missile offset incorrect | danij | 2012-08-27 15:30 | 100 |
| 692 | Doomsday Engine | Bug | Closed | Normal | A_SkelMissile not taking vertical offset into account | danij | 2012-08-27 15:33 | 100 |
| 713 | Doomsday Engine | Bug | Closed | Normal | Bad guys slow to wake up | danij | 2012-08-27 15:33 | 100 |
| 836 | Doomsday Engine | Bug | Closed | Normal | Barracks.wad dynamic light anomaly | danij | 2012-08-27 15:34 | 100 |
| 797 | Doomsday Engine | Bug | Closed | Low | Blank map titles no longer blank | danij | 2012-08-27 15:34 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 1490 | Doomsday Engine | Feature | Closed | Normal | Can the "secret found" sounds be given their own defs? | danij | 2013-04-03 16:01 | 100 |
| 896 | Doomsday Engine | Bug | Closed | Normal | Console background flicker during fade in with resize | danij | 2012-08-27 15:35 | 100 |
| 1982 | Doomsday Engine | Bug | Closed | Normal | Crash warping to a map without MapInfo data | danij | 2015-06-08 10:48 | 100 |
| 520 | Doomsday Engine | Bug | Closed | Urgent | D'sparil teleport crash | danij | 2012-08-27 15:31 | 100 |
| 336 | Doomsday Engine | Bug | Closed | Urgent | D'sparil teleporting to incorrect location | danij | 2012-08-27 15:25 | 100 |
| 657 | Doomsday Engine | Bug | Closed | Normal | DED Reader: Failing to locate State definitions | danij | 2012-08-27 15:32 | 100 |
| 820 | Doomsday Engine | Bug | Closed | Normal | Dehacked: changing the ammo type of the Fist/Chainsaw | danij | 2012-08-27 15:34 | 100 |
| 670 | Doomsday Engine | Bug | Closed | Normal | Doom Armour Icon on full screen is squashed vertically | danij | 2012-08-27 15:32 | 100 |
| 531 | Doomsday Engine | Bug | Closed | Normal | Doom2/Final Doom incorrect screen border flat | danij | 2012-08-27 15:31 | 100 |
| 969 | Doomsday Engine | Bug | Closed | Normal | Doom: Bad guy hitscan anomaly | danij | 2012-08-27 15:35 | 100 |
| 1599 | Doomsday Engine | Bug | Closed | Low | Double Quit sound | danij | 2013-12-23 13:48 | 100 |
| 574 | Doomsday Engine | Bug | Closed | Normal | Duplicate key hud messages | danij | 2012-08-27 15:31 | 100 |
| 955 | Doomsday Engine | Bug | Closed | Normal | Dynamic lights and animated textures | danij | 2012-08-27 15:35 | 100 |
| 650 | Doomsday Engine | Bug | Closed | Normal | Dynamic lights bleeding through solid walls | danij | 2012-08-27 15:32 | 100 |
| 759 | Doomsday Engine | Bug | Closed | Normal | Dynamic lights on unpegged walls | danij | 2012-08-27 15:34 | 100 |
| 948 | Doomsday Engine | Bug | Closed | Normal | Dynamic Lights: Use the non-transferred plane height | danij | 2013-09-21 18:16 | 100 |
| 488 | Doomsday Engine | Bug | Closed | Normal | end level xg class bug | danij | 2012-08-27 15:30 | 100 |
| 1911 | Doomsday Engine | Bug | Closed | Normal | Episode menu appearing when it shouldn't | danij | 2015-06-08 10:47 | 100 |
| 628 | Doomsday Engine | Bug | Closed | Normal | Failing to read more than one loose ded | danij | 2012-08-27 15:32 | 100 |
| 941 | Doomsday Engine | Bug | Closed | Low | Fatal error if map doesn't exist | danij | 2013-07-18 17:56 | 100 |
| 2014 | Doomsday Engine | Bug | Closed | High | Fatal error with light-decoration test map (orange bookkeeping error) | danij | 2015-04-23 04:53 | 100 |
| 1016 | Doomsday Engine | Bug | Closed | Normal | FF_START marker issue | danij | 2012-08-30 07:32 | 100 |
| 522 | Doomsday Engine | Bug | Closed | High | flat changing sky issue | danij | 2012-08-27 15:31 | 100 |
| 1485 | Doomsday Engine | Feature | Closed | Normal | Font graphic compatibility | danij | 2012-08-28 06:44 | 100 |
| 774 | Doomsday Engine | Bug | Closed | Normal | General: Mobjs overlapping more than one sector | danij | 2012-08-27 15:34 | 100 |
| 469 | Doomsday Engine | Bug | Closed | Low | Give command crash | danij | 2012-08-27 15:30 | 100 |
| 380 | Doomsday Engine | Bug | Closed | Normal | Glowing textures don't work on mid textures | danij | 2012-08-27 15:27 | 100 |
| 800 | Doomsday Engine | Bug | Closed | Normal | Heretic and HeXen: hud weapon graphics set too low | danij | 2012-08-27 15:34 | 100 |
| 610 | Doomsday Engine | Bug | Closed | High | Heretic E3M8 repeat loading crash | danij | 2012-08-27 15:31 | 100 |
| 656 | Doomsday Engine | Bug | Closed | Normal | Heretic Gargoyles not spawning correctly | danij | 2012-08-27 15:32 | 100 |
| 664 | Doomsday Engine | Bug | Closed | Normal | Heretic Maulotaur attack behaviour incorrect | danij | 2012-08-27 15:32 | 100 |
| 717 | Doomsday Engine | Bug | Closed | Normal | Heretic/HeXen: MF_Ripper Blood | danij | 2012-08-27 15:33 | 100 |
| 705 | Doomsday Engine | Bug | Closed | Low | Heretic/HeXen: Minor inventory glitches | danij | 2012-08-27 15:33 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 718 | Doomsday Engine | Bug | Closed | Normal | Heretic: Chicken auto movement | danij | 2012-08-27 15:33 | 100 |
| 701 | Doomsday Engine | Bug | Closed | Normal | Heretic: Incorrect menu and door sounds | danij | 2012-08-27 15:33 | 100 |
| 711 | Doomsday Engine | Bug | Closed | Normal | Heretic: Intermission counter offsets | danij | 2012-08-27 15:33 | 100 |
| 706 | Doomsday Engine | Bug | Closed | Normal | Heretic: Linetype 100 | danij | 2012-08-27 15:33 | 100 |
| 700 | Doomsday Engine | Bug | Closed | Normal | Heretic: No teleporter sparkles | danij | 2012-08-27 15:33 | 100 |
| 786 | Doomsday Engine | Bug | Closed | Normal | Heretic: Puff Pod spawns | danij | 2012-08-27 15:34 | 100 |
| 865 | Doomsday Engine | Bug | Closed | Normal | Heretic: Scrolling flats too slow | danij | 2012-08-27 15:35 | 100 |
| 676 | Doomsday Engine | Bug | Closed | Normal | HeXen inventory not saved between maps | danij | 2012-08-27 15:33 | 100 |
| 611 | Doomsday Engine | Bug | Closed | High | HeXen Korax bug and crash | danij | 2012-08-27 15:31 | 100 |
| 677 | Doomsday Engine | Bug | Closed | Normal | HeXen Quietus flames spawning way off where they should | danij | 2012-08-27 15:33 | 100 |
| 866 | Doomsday Engine | Bug | Closed | Normal | HeXen: Automap scroll when changing maps | danij | 2012-08-27 15:35 | 100 |
| 704 | Doomsday Engine | Bug | Closed | Normal | HeXen: Centaur two shields | danij | 2012-08-27 15:33 | 100 |
| 702 | Doomsday Engine | Bug | Closed | Normal | HeXen: Cleric Poison clouds move | danij | 2012-08-27 15:33 | 100 |
| 771 | Doomsday Engine | Bug | Closed | Normal | HeXen: Destroying pot's | danij | 2012-08-27 15:34 | 100 |
| 775 | Doomsday Engine | Bug | Closed | Normal | HeXen: Dormant foes waking up after loading saved game | danij | 2012-08-27 15:34 | 100 |
| 764 | Doomsday Engine | Bug | Closed | Normal | HeXen: End game trigger doesn't work | danij | 2012-08-27 15:34 | 100 |
| 770 | Doomsday Engine | Bug | Closed | Normal | HeXen: Herisarch's mana cubes | danij | 2012-08-27 15:34 | 100 |
| 714 | Doomsday Engine | Bug | Closed | Normal | HeXen: Incorrect Menu sounds | danij | 2012-08-27 15:33 | 100 |
| 793 | Doomsday Engine | Bug | Closed | Normal | HeXen: Mana giving script on Dark Crucibe not functioning | danij | 2012-08-27 15:34 | 100 |
| 703 | Doomsday Engine | Bug | Closed | Normal | HeXen: Maulotaur charge attack | danij | 2012-08-27 15:33 | 100 |
| 708 | Doomsday Engine | Bug | Closed | Normal | HeXen: Melee weapons not drawing blood | danij | 2012-08-27 15:33 | 100 |
| 767 | Doomsday Engine | Bug | Closed | Normal | HeXen: mobj_t* converted to int! Not 64-bit compatible | danij | 2012-08-27 15:34 | 100 |
| 709 | Doomsday Engine | Bug | Closed | Normal | HeXen: No quick save confirmation | danij | 2012-08-27 15:33 | 100 |
| 772 | Doomsday Engine | Bug | Closed | High | HeXen: Poly object clipping | danij | 2012-08-27 15:34 | 100 |
| 707 | Doomsday Engine | Bug | Closed | Normal | HeXen: Telefog has no Z offset | danij | 2012-08-27 15:33 | 100 |
| 776 | Doomsday Engine | Bug | Closed | Normal | HeXen: Unused Wings of Wrath not taken between hubs | danij | 2012-08-27 15:34 | 100 |
| 1068 | Doomsday Engine | Bug | Closed | Normal | Hi-res texture vs custom textures bug | danij | 2012-08-30 07:32 | 100 |
| 577 | Doomsday Engine | Bug | Closed | Normal | Idiosyncrasy of pickup code | danij | 2012-08-27 15:31 | 100 |
| 1071 | Doomsday Engine | Bug | Closed | Normal | Incorrect sound playback | danij | 2012-09-19 14:34 | 100 |
| 634 | Doomsday Engine | Bug | Closed | Normal | Infine events command not working | danij | 2012-08-27 15:32 | 100 |
| 612 | Doomsday Engine | Bug | Closed | High | jHexen: Door sounds mixed up | danij | 2012-08-27 15:31 | 100 |
| 285 | Doomsday Engine | Bug | Closed | Urgent | Korax's missiles | danij | 2012-08-27 15:25 | 100 |
| 1453 | Doomsday Engine | Feature | Closed | Normal | Lack of plain Give Health command line option | danij | 2012-08-28 06:44 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 459 | Doomsday Engine | Bug | Closed | Normal | Level music and "before" infine scripts | danij | 2012-08-27 15:29 | 100 |
| 1906 | Doomsday Engine | Bug | Closed | Normal | Light decorations not changing on animated textures | danij | 2015-06-08 10:47 | 100 |
| 554 | Doomsday Engine | Bug | Closed | Normal | Line_active xg not checking correct line(s)? | danij | 2012-08-27 15:31 | 100 |
| 952 | Doomsday Engine | Bug | Closed | Normal | Little Map Title visual quirk | danij | 2012-08-27 15:35 | 100 |
| 712 | Doomsday Engine | Bug | Closed | Normal | Load menu skull cursor initial position | danij | 2012-08-27 15:33 | 100 |
| 550 | Doomsday Engine | Bug | Closed | Normal | Mana icon's not displayed in full screen hud | danij | 2012-08-27 15:31 | 100 |
| 685 | Doomsday Engine | Bug | Closed | Normal | Map cheat behaviour change | danij | 2012-08-27 15:33 | 100 |
| 589 | Doomsday Engine | Bug | Closed | Normal | Map cheat not reset in MP game | danij | 2012-08-27 15:31 | 100 |
| 722 | Doomsday Engine | Bug | Closed | Normal | Map crash when you reload after death | danij | 2012-08-27 15:33 | 100 |
| 862 | Doomsday Engine | Bug | Closed | High | Map def fog oversight | danij | 2012-08-27 15:35 | 100 |
| 456 | Doomsday Engine | Bug | Closed | Normal | Message font graphics | danij | 2012-08-27 15:29 | 100 |
| 269 | Doomsday Engine | Bug | Closed | Low | Minor border graphic glitch | danij | 2012-08-27 15:24 | 100 |
| 903 | Doomsday Engine | Bug | Closed | Normal | MP menu "player skin" graphics | danij | 2012-08-27 15:35 | 100 |
| 1898 | Doomsday Engine | Bug | Closed | Normal | Multiplayer control issues | danij | 2015-06-08 10:47 | 100 |
| 555 | Doomsday Engine | Bug | Closed | Normal | M_DOOM graphic being used on Option menu. | danij | 2012-08-27 15:31 | 100 |
| 876 | Doomsday Engine | Bug | Closed | Normal | No comprehension of poly objects with see through parts | danij | 2012-08-27 15:35 | 100 |
| 1077 | Doomsday Engine | Bug | Closed | High | No longer handling unknown flats | danij | 2012-08-30 07:32 | 100 |
| 515 | Doomsday Engine | Bug | Closed | Normal | old ded syntax issue | danij | 2012-08-27 15:31 | 100 |
| 493 | Doomsday Engine | Bug | Closed | High | Plane move issue | danij | 2012-08-27 15:30 | 100 |
| 689 | Doomsday Engine | Bug | Closed | Normal | Post map infine broken and intermission not working above 32 | danij | 2012-08-27 15:33 | 100 |
| 1964 | Doomsday Engine | Bug | Closed | High | Problems with sprites with special chars [/] (Doom Arch Vile disappears; Hexen crash when Traductus dies) | danij | 2015-03-03 03:14 | 100 |
| 588 | Doomsday Engine | Bug | Closed | Normal | Reversed look up and down controls | danij | 2012-08-27 15:31 | 100 |
| 935 | Doomsday Engine | Bug | Closed | Normal | Running without an IWAD causes freeze | danij | 2012-08-27 15:35 | 100 |
| 593 | Doomsday Engine | Bug | Closed | Normal | Sky Glow oversights | danij | 2012-08-27 15:31 | 100 |
| 1468 | Doomsday Engine | Feature | Closed | Normal | Sky layers sepearate vertical offset | danij | 2019-11-29 21:26 | 0 |
| 521 | Doomsday Engine | Bug | Closed | Normal | Small player cross and key required xg bug | danij | 2012-08-27 15:31 | 100 |
| 857 | Doomsday Engine | Bug | Closed | Normal | Transparent texture clamp on upper/lower wall sections | danij | 2012-08-27 15:34 | 100 |
| 1896 | Doomsday Engine | Bug | Closed | Normal | Validating Group def tic durations (value -1 is mishandled/unsupported) | danij | 2015-03-07 04:11 | 100 |
| 942 | Doomsday Engine | Bug | Closed | Normal | Vanilla save game support has broken at some point | danij | 2012-08-27 15:35 | 100 |
| 1463 | Doomsday Engine | Feature | Closed | Normal | Voodoo dolls not supported in JHeretic | danij | 2012-08-27 15:39 | 100 |
| 609 | Doomsday Engine | Bug | Closed | Normal | Warp command commonalities | danij | 2012-08-27 15:31 | 100 |
| 769 | Doomsday Engine | Bug | Closed | Normal | Warping from map with hub exit to another hub plays anim | danij | 2012-08-27 15:34 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 675 | Doomsday Engine | Bug | Closed | Normal | Weapon controls wrong selection | danij | 2012-08-27 15:33 | 100 |
| 899 | Doomsday Engine | Bug | Closed | High | XG stops working when loading a save game | danij | 2014-10-11 06:15 | 100 |
| 825 | Doomsday Engine | Bug | Closed | Normal | XG: Damage class if health below | danij | 2012-08-27 15:34 | 100 |
| 828 | Doomsday Engine | Bug | Closed | Normal | XG: Mobj gone, Infine and BFG Tracers | danij | 2012-08-27 15:34 | 100 |
| 1670 | Doomsday Engine | Bug | Closed | Normal | [Automap] Yellow/Red key activated switches don't glow | danij | 2013-12-23 15:13 | 100 |
| 1956 | Doomsday Engine | Bug | Closed | Normal | [Chex Quest] Incorrect level names | danij | 2015-06-08 10:48 | 100 |
| 1010 | Doomsday Engine | Bug | Closed | Normal | [Chex] Visual inaccuracies | danij | 2012-08-27 19:14 | 100 |
| 790 | Doomsday Engine | Bug | Closed | Normal | [DEH] Max Health and Max Armor do not work | danij | 2012-08-27 15:34 | 100 |
| 789 | Doomsday Engine | Bug | Closed | Normal | [DEH] Thing speed misinterpretation (HACX) | danij | 2012-08-27 15:34 | 100 |
| 939 | Doomsday Engine | Bug | Closed | Normal | [Doom] Barrels are not turning into gib piles if crushed | danij | 2013-09-21 19:23 | 100 |
| 940 | Doomsday Engine | Bug | Closed | Normal | [Doom] Exit switches play the wrong sound | danij | 2012-08-27 15:35 | 100 |
| 1860 | Doomsday Engine | Bug | Closed | Normal | [Doom] Final Doom teleporter quirk broken | danij | 2015-03-14 00:47 | 100 |
| 1849 | Doomsday Engine | Bug | Closed | Normal | [DOOM] FIREBLU in Plutonia | danij | 2014-10-05 19:23 | 100 |
| 1866 | Doomsday Engine | Bug | Closed | Normal | [Doom] Fortress of Mystery appears between wrong map on E2 intermission | danij | 2014-11-25 05:23 | 100 |
| 893 | Doomsday Engine | Bug | Closed | Normal | [DOOM] IDMUS cheat broken (not DOOM2) | danij | 2012-08-27 15:35 | 100 |
| 1862 | Doomsday Engine | Bug | Closed | Normal | [Doom] Infunfunctional teleporter trigger in pwad BTSXep2 | danij | 2014-09-26 01:29 | 100 |
| 1085 | Doomsday Engine | Bug | Closed | High | [Doom] Map 07 666 and 667 tags only work in one order | danij | 2013-07-15 16:33 | 100 |
| 1027 | Doomsday Engine | Bug | Closed | Normal | [Doom] PWAD no longer loads | danij | 2012-08-27 15:36 | 100 |
| 1035 | Doomsday Engine | Bug | Closed | High | [Doom] Sector type 10: door bouncing off a mobj | danij | 2013-09-22 07:34 | 100 |
| 938 | Doomsday Engine | Bug | Closed | Urgent | [Hacx] Terminatrix not resurrecting foes | danij | 2012-08-30 07:32 | 100 |
| 710 | Doomsday Engine | Bug | Closed | Low | [Heretic/Hexen] Savegame menu boxes offset too far left | danij | 2012-08-27 15:33 | 100 |
| 934 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Energy Orbs using wrong sprites in shareware | danij | 2012-08-27 15:35 | 100 |
| 946 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Typo in console help for command "give" | danij | 2012-08-27 15:35 | 100 |
| 2045 | Doomsday Engine | Bug | Closed | Normal | [HeXen] 4th weapon pickups for current player class give wrong quantity of mana | danij | 2015-05-12 09:31 | 100 |
| 949 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Crash on returning to Heresiarch's Seminary | danij | 2012-08-27 15:35 | 100 |
| 1737 | Doomsday Engine | Bug | Closed | High | [Hexen] Crash starting end game finale | danij | 2014-04-08 13:24 | 100 |
| 930 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Crash with unknown sector types | danij | 2012-08-27 15:35 | 100 |
| 768 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Death Wyvern movement broken | danij | 2012-08-27 15:34 | 100 |
| 2031 | Doomsday Engine | Bug | Closed | Normal | [Hexen] First hub exit leads to incorrect map | danij | 2015-06-08 10:48 | 100 |
| 765 | Doomsday Engine | Bug | Closed | High | [Hexen] Korax teleport order | danij | 2015-03-14 00:47 | 100 |
| 944 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Maulotaur throwing crash | danij | 2012-08-27 15:35 | 100 |
| 1060 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Polyobjs not displayed on the automap | danij | 2012-08-30 07:32 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|--|----------|------------------|--------|
| 1955 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Sherlock cheat gives wrong items | danij | 2015-02-07 00:05 | 100 |
| 1040 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Singleplayer starts on Deathkings MP map 35 broken | danij | 2013-09-22 05:02 | 100 |
| 1736 | Doomsday Engine | Bug | Closed | High | [HeXen] sky back layer not rendering | danij | 2014-04-04 15:17 | 100 |
| 766 | Doomsday Engine | Bug | Closed | Low | [Hexen] Unknown thing warnings | danij | 2012-08-27 15:34 | 100 |
| 2030 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Wendigo attack angle incorrect | danij | 2015-06-08 10:48 | 100 |
| 1924 | Doomsday Engine | Bug | Closed | Normal | [Intermission] Entering <Map title> positioned incorrectly | danij | 2015-06-08 10:47 | 100 |
| 973 | Doomsday Engine | Bug | Closed | High | [Map Converter] Crashes on linedefs with no front or back | danij | 2013-10-18 20:17 | 100 |
| 1720 | Doomsday Engine | Bug | Closed | Normal | [multiplayer] client seg fault when something moves | danij | 2014-02-04 19:36 | 100 |
| 587 | Doomsday Engine | Bug | Closed | Normal | [Render hack] Plutonia 2 map11: 3D bridge does not construct | danij | 2019-12-31 11:21 | 100 |
| 965 | Doomsday Engine | Bug | Closed | Normal | [XG] Plane texture class gives new flat a tint of 0 | danij | 2014-10-16 07:14 | 100 |
| 906 | Doomsday Engine | Bug | Closed | Normal | [XG] Power class if health below | danij | 2014-10-16 04:04 | 100 |
| 1903 | Doomsday Engine | Feature | Closed | Normal | "Clear Log" should actually remove entries from memory | skyjake | 2014-11-23 13:51 | 100 |
| 2039 | Doomsday Engine | Bug | Closed | Normal | "Fly up" without Wings artifact causes inventory to scroll around randomly | skyjake | 2015-05-08 18:57 | 100 |
| 1074 | Doomsday Engine | Bug | Closed | Normal | 'ctl-inventory-use-next' doesn't work with picked up items | skyjake | 2013-07-17 06:36 | 100 |
| 1086 | Doomsday Engine | Bug | Closed | Low | 'recorddemo' console command seg faults | skyjake | 2012-08-30 19:06 | 100 |
| 1131 | Doomsday Engine | Bug | Closed | Normal | 'server-game-skill' doesn't function | skyjake | 2013-09-21 18:10 | 100 |
| 2108 | Doomsday Engine | Bug | Closed | High | .msi installer does not create Start Menu shortcuts (Windows) | skyjake | 2017-02-25 12:02 | 100 |
| 1061 | Doomsday Engine | Bug | Closed | Normal | After map Infine causes duplicate Intermission | skyjake | 2013-07-17 09:11 | 100 |
| 2122 | Doomsday Engine | Feature | Closed | Normal | Autodetect games installed from GOG.com | skyjake | 2016-11-22 19:59 | 100 |
| 1704 | Doomsday Engine | Bug | Closed | Normal | Busy mode background images | skyjake | 2014-01-12 12:11 | 100 |
| 2142 | Doomsday Engine | Feature | Closed | Low | Color adjustment should only apply to game view | skyjake | 2020-12-08 08:27 | 100 |
| 1884 | Doomsday Engine | Bug | Closed | Normal | Current MP game not automatically disconnected when connecting to a new server (unable to switch between servers on the same IP address) | skyjake | 2015-02-05 17:33 | 100 |
| 640 | Doomsday Engine | Bug | Closed | Normal | Delay with use key on intermission screens | skyjake | 2012-08-27 15:32 | 100 |
| 2290 | Doomsday Engine | Feature | Rejected | Low | Extend ambient light Map Info and Cvar to reduce light levels | skyjake | 2019-11-05 08:38 | 0 |
| 1705 | Doomsday Engine | Bug | Closed | Normal | Flickering light decoration on moving platform | skyjake | 2014-04-21 21:10 | 100 |
| 1870 | Doomsday Engine | Bug | Closed | Urgent | Generators not appearing in certain cases | skyjake | 2015-06-08 10:47 | 100 |
| 1775 | Doomsday Engine | Bug | Closed | Normal | Gracefully abort if OpenGL version isn't sufficient | skyjake | 2014-04-23 18:50 | 100 |
| 1111 | Doomsday Engine | Bug | Closed | Normal | Help Infine can't be closed | skyjake | 2013-03-29 08:25 | 100 |
| 1013 | Doomsday Engine | Bug | Closed | High | HeXen demo game mode broken | skyjake | 2012-08-27 19:14 | 100 |
| 907 | Doomsday Engine | Bug | Closed | Normal | Hexen: pottery missing sound effect | skyjake | 2012-08-27 15:35 | 100 |
| 1108 | Doomsday Engine | Bug | Closed | Low | Infine corruption during first tic | skyjake | 2013-03-29 08:25 | 100 |
| 2004 | Doomsday Engine | Bug | Closed | Normal | Invulnerability filter not cleared between maps in all cases (unload, savegame, warp) | skyjake | 2015-04-08 15:07 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|--|----------|------------------|--------|
| 1954 | Doomsday Engine | Bug | Closed | Urgent | Joining an MP game from a different game causes segfault (after version conflict) | skyjake | 2015-02-24 19:01 | 100 |
| 1557 | Doomsday Engine | Feature | Closed | Normal | Jpeg support for model skins | skyjake | 2013-04-03 16:01 | 100 |
| 1722 | Doomsday Engine | Bug | Closed | Normal | Log filter default settings not applied immediately | skyjake | 2014-01-29 19:27 | 100 |
| 1679 | Doomsday Engine | Bug | Closed | Normal | main menu appearing in the loading screens when it shouldn't | skyjake | 2013-12-15 13:23 | 100 |
| 1714 | Doomsday Engine | Bug | Closed | High | Multiplayer weapons aren't remaining in play | skyjake | 2014-04-22 10:07 | 100 |
| 1520 | Doomsday Engine | Feature | Closed | Normal | Realistic switch sound origin (compatibility option) | skyjake | 2019-11-29 18:56 | 100 |
| 1780 | Doomsday Engine | Bug | Closed | Normal | Refocusing window creates duplicate MP dialog (mouse click handled by game menu) | skyjake | 2014-04-26 11:31 | 0 |
| 1729 | Doomsday Engine | Bug | Closed | Normal | Repeat loading of DEHACKED patches specified on the command line following a game change | skyjake | 2017-02-25 17:50 | 100 |
| 979 | Doomsday Engine | Bug | Closed | Normal | Screen melt and save games | skyjake | 2012-08-27 15:35 | 100 |
| 1951 | Doomsday Engine | Bug | Closed | Normal | Soundfont picker GUI not limited to soundfont files | skyjake | 2015-06-08 10:48 | 100 |
| 1575 | Doomsday Engine | Feature | Closed | High | Support Doom 2 IWAD in "Doom 3 BFG Edition" (including "No Rest for the Living") | skyjake | 2018-12-11 19:55 | 100 |
| 1029 | Doomsday Engine | Bug | Closed | Normal | Switch sound origin | skyjake | 2018-10-26 20:33 | 100 |
| 2009 | Doomsday Engine | Bug | Closed | Low | Taskbar doesn't scale itself and game world correctly in small display modes | skyjake | 2016-07-05 23:59 | 10 |
| 1691 | Doomsday Engine | Bug | Closed | Normal | UI and full screen/window toggle | skyjake | 2014-01-03 20:02 | 100 |
| 1826 | Doomsday Engine | Bug | Closed | High | Viewing rendering profile visual C++ runtime library crash | skyjake | 2014-07-25 08:12 | 100 |
| 1832 | Doomsday Engine | Bug | Closed | Normal | Vsync inconsistently applied in different games | skyjake | 2015-02-06 12:52 | 100 |
| 1750 | Doomsday Engine | Bug | Closed | Normal | [Deathkings] New game crash while viewing ending | skyjake | 2014-04-21 18:06 | 100 |
| 1666 | Doomsday Engine | Feature | Closed | Normal | [Dehacked] Support for sprite renaming | skyjake | 2020-12-08 08:27 | 100 |
| 2147 | Doomsday Engine | Bug | Closed | Low | [Doom] Doom2/TNT/Plutonia/HacX title loop mistake | skyjake | 2018-11-05 19:15 | 100 |
| 1776 | Doomsday Engine | Bug | Closed | Normal | [Doom] Invulnerability effect not cleared between maps (leaving a map) | skyjake | 2015-03-26 19:37 | 100 |
| 1969 | Doomsday Engine | Bug | Closed | Low | [Doom] Multiplayer intermission using incorrect header graphics | skyjake | 2015-03-08 17:11 | 100 |
| 1853 | Doomsday Engine | Bug | Closed | High | [Doom] Platform movement sound origin | skyjake | 2015-06-08 10:47 | 100 |
| 1868 | Doomsday Engine | Bug | Closed | High | [Doom] Revenant missiles randomly switch from non-homing to homing | skyjake | 2015-01-15 18:02 | 100 |
| 1939 | Doomsday Engine | Bug | Closed | Normal | [Doom] Screen wipe wrong when loading game during InFine | skyjake | 2015-03-26 11:52 | 100 |
| 1075 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Artefacts are playing two sounds on pickup | skyjake | 2013-07-15 16:34 | 100 |
| 1505 | Doomsday Engine | Feature | Closed | Low | [Heretic] Boss drop off physics (never instantly drop down) | skyjake | 2019-12-17 11:17 | 100 |
| 986 | Doomsday Engine | Bug | Closed | High | [Heretic] Flying bad guys no Z check | skyjake | 2012-08-27 19:14 | 100 |
| 2327 | Doomsday Engine | Bug | Closed | Urgent | [Heretic] Linetype 98 is nonfunctional | skyjake | 2019-12-17 11:18 | 100 |
| 974 | Doomsday Engine | Bug | Closed | Low | [Heretic] No map def for E4M1 | skyjake | 2018-12-06 12:14 | 100 |
| 2010 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Skill 1 and 5 additional ammo incorrect | skyjake | 2015-04-06 14:59 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|--|----------|------------------|--------|
| 1052 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Torch artifact doesn't work properly | skyjake | 2013-03-29 11:32 | 100 |
| 1057 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Wrong door sound | skyjake | 2012-08-27 15:36 | 100 |
| 2068 | Doomsday Engine | Bug | New | Urgent | [HeXen] Badguys not retaining alerted status upon return to a map | skyjake | 2019-11-30 08:25 | 0 |
| 666 | Doomsday Engine | Bug | Closed | Low | [Hexen] Inefficient "kill" command and massacre cheat | skyjake | 2012-08-30 07:32 | 100 |
| 1065 | Doomsday Engine | Bug | Closed | High | [HeXen] loading a pwad breaks player colours | skyjake | 2012-09-10 09:04 | 100 |
| 2154 | Doomsday Engine | Bug | Closed | Normal | [HeXen] Mage character color is always blue | skyjake | 2020-02-01 17:05 | 100 |
| 1821 | Doomsday Engine | Bug | Progressed | High | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere) | skyjake | 2019-11-30 08:25 | 10 |
| 2115 | Doomsday Engine | Bug | Closed | Normal | [HeXen] No sound from breaking a suit of armor | skyjake | 2015-10-30 20:44 | 100 |
| 2044 | Doomsday Engine | Bug | Closed | Low | [HeXen] Pig mode weapon switching should be inactive | skyjake | 2018-11-25 15:49 | 100 |
| 911 | Doomsday Engine | Bug | Closed | Low | [Hexen] Poison cloud vs Repulsion Disc | skyjake | 2017-04-22 18:16 | 100 |
| 2043 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Puzzle item use regression | skyjake | 2015-05-12 22:41 | 100 |
| 1740 | Doomsday Engine | Bug | Closed | Urgent | [HeXen] Star Bridge no longer solid | skyjake | 2014-04-15 20:57 | 100 |
| 1062 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Warp cheat not quite functioning | skyjake | 2012-08-30 07:32 | 100 |
| 1014 | Doomsday Engine | Bug | Closed | High | [Infine] Combining scale+angle broken ("Imp" example) | skyjake | 2012-12-09 20:25 | 100 |
| 2319 | Doomsday Engine | Bug | Closed | Normal | [Infine] Screen filters don't fully fill the screen unless the window has 4:3 aspect ratio | skyjake | 2019-12-17 11:18 | 100 |
| 1820 | Doomsday Engine | Bug | Closed | Normal | [MP] Heretic Hell Staff rain colors don't match player colors | skyjake | 2015-05-09 11:06 | 100 |
| 1966 | Doomsday Engine | Bug | Closed | Urgent | [MP] Powered up Phoenix Rod broken | skyjake | 2015-05-09 18:54 | 100 |
| 2158 | Doomsday Engine | Bug | Closed | Urgent | [UI] Doesn't load when one unloads a game | skyjake | 2017-02-25 12:02 | 0 |
| 1043 | Doomsday Engine | Bug | Closed | Normal | [Values] Static field broken (disable weapon lowering) | skyjake | 2013-07-18 08:39 | 100 |
| 1690 | Doomsday Engine | Bug | Closed | Normal | [Windows] OpenAL sound plugin not being found | skyjake | 2013-12-29 19:35 | 100 |
| 1895 | Doomsday Engine | Bug | Closed | Normal | [Windows] Pressing Alt+F4 during engine startup causes Dday to crash | skyjake | 2014-11-15 22:11 | 100 |
| 814 | Doomsday Engine | Bug | Closed | Normal | [XG] Cooperative and Deathmatch flags only check for MP | skyjake | 2019-12-17 11:17 | 100 |
| 1855 | Doomsday Engine | Bug | Closed | Normal | [XG] Dummything not fully initialized | skyjake | 2015-06-08 10:47 | 100 |
| 1876 | Doomsday Engine | Bug | In Progress | High | [XG] Floor chains appear infunctional | skyjake | 2019-11-26 21:18 | 10 |
| 1992 | Doomsday Engine | Bug | Closed | Normal | Load console command segfaults (needs retesting) | vermil | 2019-11-29 21:57 | 0 |
| 1817 | Doomsday Engine | Bug | Feedback | Normal | Premap infine and preplaying music oversight | vermil | 2017-04-03 14:17 | 0 |
| 1993 | Doomsday Engine | Bug | Feedback | High | Switching maps while XG lines are active causes seg fault | vermil | 2017-04-03 13:55 | 0 |
| 1873 | Doomsday Engine | Bug | Closed | High | [HeXen DK] multiplayer crash on Sump | vermil | 2015-06-08 10:47 | 100 |
| 1487 | Doomsday Engine | Feature | Closed | Normal | [InFine] ximage: support for 8-bit paletted PNG images | vermil | 2013-10-23 11:41 | 100 |