

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2320	Doomsday Engine	Feature	New	Normal	Re-enable XG dummy line		2020-12-08 08:27	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
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
1553	Doomsday Engine	Feature	Rejected	Low	Align crosshair with actual line of fire		2020-01-07 12:39	0
2107	Doomsday Engine	Bug	New	Normal	[Heretic] [Hexen] Line attacks produce no sound on impact		2020-01-04 11:15	0
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
2109	Doomsday Engine	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2019-11-29 23:22	0
1929	Doomsday Engine	Bug	Progressed	Normal	Sprite priority handling		2019-11-29 23:06	0
1808	Doomsday Engine	Bug	Progressed	High	New sprites in addons do not work		2019-11-29 23:06	0
1471	Doomsday Engine	Feature	New	Normal	Standard definitions should conform to vanilla		2019-11-29 23:06	0
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
877	Doomsday Engine	Bug	New	High	Texture offset anomaly		2019-11-29 23:06	0
287	Doomsday Engine	Bug	Progressed	Low	Changes to BLOOD states ignored		2019-11-29 23:04	0
2056	Doomsday Engine	Bug	New	Normal	Moving platforms sound origin incorrect		2019-11-29 23:01	0
1661	Doomsday Engine	Bug	New	Normal	[Deathkings] Bad behavior of object in lift (mobj hitbox overlap)		2019-11-29 22:58	0
1129	Doomsday Engine	Bug	New	Normal	Various mobj Z movement clipping bugs		2019-11-29 22:58	0
1076	Doomsday Engine	Bug	New	Normal	[Doom] 3d movement option broken		2019-11-29 22:58	0
1045	Doomsday Engine	Bug	New	Low	[Hexen] Moving platform sound loops while menu open		2019-11-29 22:58	0
1007	Doomsday Engine	Bug	New	Normal	[Doom] Sound emitter overlap handling		2019-11-29 22:58	0
2326	Doomsday Engine	Bug	New	High	[Doom] PRCP map32; player incorrectly spawning as camera		2019-11-29 22:30	0
2322	Doomsday Engine	Feature	Rejected	Normal	Material def scroll options		2019-11-29 22:22	0
2292	Doomsday Engine	Feature	New	Normal	Indication of an options default setting		2019-11-29 22:21	0
2110	Doomsday Engine	Feature	Rejected	Normal	Recolour materials at def level		2019-11-29 22:14	0
1566	Doomsday Engine	Feature	New	Normal	[Automap] Reset line colors		2019-11-29 21:31	0
2001	Doomsday Engine	Feature	Rejected	Normal	Uninstall savegames, configs and other runtime files (optionally)		2019-11-29 21:16	0
1979	Doomsday Engine	Feature	Feedback	Normal	Additional sound formats		2019-11-29 21:15	0
1949	Doomsday Engine	Feature	Rejected	Normal	Support for Windows Quick Launch bar		2019-11-29 21:12	0
1905	Doomsday Engine	Feature	New	Low	God mode console cheat that doesn't restore health		2019-11-29 21:09	0
1867	Doomsday Engine	Feature	New	Normal	Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)		2019-11-29 21:07	0
1864	Doomsday Engine	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2019-11-29 21:06	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1858	Doomsday Engine	Bug	New	Low	0 tic/time handling		2019-11-29 21:05	0
1649	Doomsday Engine	Feature	New	Low	Option to disable HUD/menu font upscaling		2019-11-29 20:26	0
1726	Doomsday Engine	Feature	New	Normal	Remapping the colours on a texture via material def		2019-11-29 19:26	0
1727	Doomsday Engine	Feature	New	Normal	Apply colored sector lighting by sector via DED		2019-11-29 19:26	0
1711	Doomsday Engine	Feature	Rejected	Normal	Automatically switching external music		2019-11-29 19:25	0
1571	Doomsday Engine	Feature	New	Normal	On screen notification for Always Run		2019-11-29 19:18	0
1570	Doomsday Engine	Feature	Rejected	Normal	[Heretic] Use IWAD original episode end graphics (E2PAL)		2019-11-29 19:17	0
1569	Doomsday Engine	Feature	New	Lowest	[Hexen] Demo version cheat codes and "Beta" message		2019-11-29 19:16	0
1564	Doomsday Engine	Feature	Rejected	Normal	Runtime option for enabling/disabling texture compression		2019-11-29 19:15	0
1563	Doomsday Engine	Feature	New	Normal	Weapon text defs affect the Controls menu		2019-11-29 19:15	0
1559	Doomsday Engine	Feature	New	Low	State and sprite without a mobj (SMT2A0/STLAG)		2019-11-29 19:14	0
1556	Doomsday Engine	Feature	Closed	Normal	[InFine] Randomized placement/selection		2019-11-29 19:13	0
1555	Doomsday Engine	Feature	Rejected	Normal	Add dynamic lights without having to alter the mob def		2019-11-29 19:12	0
1550	Doomsday Engine	Feature	Rejected	Normal	Command to 'kill all'		2019-11-29 19:10	0
1547	Doomsday Engine	Feature	New	Low	Command for manipulating numeric controls		2019-11-29 19:09	0
1542	Doomsday Engine	Feature	New	High	Use hit origin for Damage generator		2019-11-29 19:08	0
1535	Doomsday Engine	Feature	New	Normal	Option for fullbright textures affected by colored sectors		2019-11-29 19:02	0
1531	Doomsday Engine	Feature	New	Normal	"take" cmd to take away pickup powers		2019-11-29 19:01	30
1529	Doomsday Engine	Feature	New	Normal	Sound affected by the world		2019-11-29 18:59	0
1523	Doomsday Engine	Feature	New	Normal	[InFine] Skill level checks		2019-11-29 18:57	0
1494	Doomsday Engine	Feature	Rejected	Normal	InFine script for "MapTitle" display		2019-11-29 18:51	0
1489	Doomsday Engine	Feature	New	Normal	Separate decor definitions for different plane types		2019-11-29 18:50	0
1488	Doomsday Engine	Feature	New	Normal	Extended Hexen fullscreen HUD		2019-11-29 18:49	0
1459	Doomsday Engine	Feature	New	Normal	Replacement of MT_POD unique behavior with flag		2019-11-29 18:49	0
1475	Doomsday Engine	Feature	New	Normal	Spawnmobj "deaf" things		2019-11-29 18:46	0
1451	Doomsday Engine	Feature	New	Normal	[InFine] stopsound		2019-11-29 18:45	0
1568	Doomsday Engine	Feature	New	Normal	[Automap] Option for hiding non-blocking lines		2019-11-29 18:32	0
1484	Doomsday Engine	Feature	Rejected	Normal	[MP] Bindings for group chat		2019-11-29 18:31	0
1677	Doomsday Engine	Feature	New	Low	Square particle shape (option, as alternative to round particles)		2019-11-29 15:51	0
1669	Doomsday Engine	Feature	Rejected	Low	Invisibility affects player automap arrow (option)		2019-11-29 15:50	0
1581	Doomsday Engine	Feature	Rejected	Low	Melee attacks affected by looking up/down		2019-11-29 15:48	0
1567	Doomsday Engine	Feature	Rejected	Low	[Automap] Quick hide/show markers		2019-11-29 15:47	0
1560	Doomsday Engine	Feature	Rejected	Low	[Heretic Hexen] Original freelook range option		2019-11-29 15:47	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1549	Doomsday Engine	Feature	Rejected	Low	Material property that allows disabling ambient occlusion		2019-11-29 15:46	0
1546	Doomsday Engine	Feature	New	Low	Option for particle generator to hide sprite		2019-11-29 15:45	0
1532	Doomsday Engine	Feature	New	Low	[Doom Heretic] Secret found message text		2019-11-29 15:44	0
1522	Doomsday Engine	Feature	Rejected	Low	Sprite scaling		2019-11-29 15:44	0
1474	Doomsday Engine	Feature	Rejected	Low	Customization options for object shadows		2019-11-29 15:34	0
438	Doomsday Engine	Feature	New	Low	Accurately hit testing fast projectiles (compatibility option)		2019-11-29 15:24	0
1558	Doomsday Engine	Feature	Rejected	Low	[Hexen] Smooth Reivers Z movement		2019-11-29 12:55	0
1026	Doomsday Engine	Bug	Closed	Low	Load console command music oversight		2019-11-29 12:52	0
1579	Doomsday Engine	Feature	New	Low	Dehacked 2.0 support		2019-11-29 12:31	0
1827	Doomsday Engine	Bug	New	High	[Doom] Revenant infinite loop case		2019-11-27 05:51	0
1551	Doomsday Engine	Feature	New	Normal	Print unknown line/sector types to the console		2019-11-26 15:33	0
1883	Doomsday Engine	Bug	New	Normal	[MP] no teleporter sound when spawning/respawning		2019-11-26 14:51	0
2340	Doomsday Engine	Feature	New	Normal	A new MP game mode: no respawn		2019-08-03 19:59	0
874	Doomsday Engine	Bug	Closed	Low	[Hexen] Stalker gib levitates		2018-11-23 08:34	100
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
2064	Doomsday Engine	Bug	New	Urgent	Bugs in HeXen Multiplayer		2018-07-29 16:53	0
2055	Doomsday Engine	Bug	New	Normal	[MP] Multiple instances can't connect to a local server		2018-07-29 16:53	0
2054	Doomsday Engine	Bug	New	Low	[MP] No weapon pickup notification in Hexen		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
1965	Doomsday Engine	Bug	New	High	[Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward		2018-07-29 16:53	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
1885	Doomsday Engine	Bug	New	Normal	[Multiplayer] Incorrect player numbers in scoreboard between maps		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
1694	Doomsday Engine	Feature	New	Low	[Doom] Invulnerability animation: full bright sync, apply tic rate		2017-04-03 18:56	0
1460	Doomsday Engine	Feature	New	Normal	Remember the playing music in save game		2017-04-03 18:49	0
1499	Doomsday Engine	Feature	New	Normal	Flag to disable mobj respawn on specific types		2017-04-03 18:48	0
1493	Doomsday Engine	Feature	New	Normal	Opposites for mobj_gone and activator_type requirements		2017-04-03 18:48	0
1491	Doomsday Engine	Feature	New	Normal	Variable damage for the pmf_crush plane move flag		2017-04-03 18:48	0
1467	Doomsday Engine	Feature	New	High	[XG] Incorporate vanilla line/sector types		2017-04-03 18:48	0
1465	Doomsday Engine	Feature	New	Normal	[XG] "Player needs object X" message		2017-04-03 18:48	0
1461	Doomsday Engine	Feature	New	Normal	Separate chain/event derived/driven behaviour for XG		2017-04-03 18:48	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1537	Doomsday Engine	Feature	New	Normal	[XG] Activation event option when changing line 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
1524	Doomsday Engine	Feature	New	High	[XG] Ability to do anything with ammo, weapons and artefacts		2017-04-03 18:48	0
1507	Doomsday Engine	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2017-04-03 18:48	0
2053	Doomsday Engine	Feature	New	Normal	[HeXen DK] Automatically handle version 1.0 lack of SNDINFO		2017-04-03 18:46	0
1998	Doomsday Engine	Feature	New	Normal	Emulate original game menus (other settings moved to taskbar UI)		2017-04-03 18:43	0
1476	Doomsday Engine	Feature	New	Normal	Support for the features of the Playpal and Colormap lumps		2017-04-03 18:42	0
1582	Doomsday Engine	Feature	New	Normal	Player actions while game is paused		2017-04-03 18:39	0
2118	Doomsday Engine	Bug	New	Normal	[HeXen] Possible mishandling of sector effect 200 (sky textures)		2017-04-03 18:34	0
1644	Doomsday Engine	Bug	New	Lowest	[HeXen beta demo] Should have Heretic crush behaviour		2017-04-03 18:34	0
1015	Doomsday Engine	Bug	New	High	Player getting stuck on certain walls?		2017-04-03 18:34	0
968	Doomsday Engine	Bug	New	Normal	[Doom] Mancubus attacks and high Z height differences		2017-04-03 18:34	0
959	Doomsday Engine	Bug	New	Normal	[Doom] Crushed bad guys and tag666		2017-04-03 18:34	0
925	Doomsday Engine	Bug	New	Normal	[Doom] Map32: Secret exit quirk not replicated		2017-04-03 18:34	0
909	Doomsday Engine	Bug	New	Normal	[Hexen] Tiny difference in Ettin behaviour		2017-04-03 18:34	0
787	Doomsday Engine	Bug	New	Normal	[Co-op] Voodoo dolls not supported		2017-04-03 18:34	0
2117	Doomsday Engine	Bug	New	Normal	[HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)		2017-04-03 18:33	0
2097	Doomsday Engine	Bug	New	Normal	[Doom] Lost Soul bouncing accuracy in Ultimate Doom		2017-04-03 18:33	0
2013	Doomsday Engine	Bug	New	Normal	[Doom] Pain Elemental Vanilla/Boom compatibility option		2017-04-03 18:33	0
1894	Doomsday Engine	Bug	New	Normal	[Heretic] Map that relies on original footclipping		2017-04-03 18:33	0
1744	Doomsday Engine	Bug	New	Normal	[Heretic] Waterfall sounds switch from left to right (centered in vanilla)		2017-04-03 18:33	0
1734	Doomsday Engine	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
1701	Doomsday Engine	Bug	New	Normal	[Doom] Map08/ExM8 sound emulation		2017-04-03 18:33	0
2042	Doomsday Engine	Bug	New	High	Mobj spawning at sector boundary height should choose highest contacted floor		2017-04-03 18:32	0
1921	Doomsday Engine	Bug	New	Normal	[Doom] No screen wipe from map to post map InFine		2017-04-03 18:32	0
1897	Doomsday Engine	Bug	New	Low	Slightly different sprite clipping in Dday versus vanilla		2017-04-03 18:32	0
1893	Doomsday Engine	Bug	New	Low	Automap drawing difference to original games		2017-04-03 18:32	0
975	Doomsday Engine	Bug	New	Normal	[Doom] Armour Helmets full bright		2017-04-03 18:32	0
915	Doomsday Engine	Bug	New	Low	[Hexen] Wraithverge Ghosts incorrectly full bright		2017-04-03 18:32	0
684	Doomsday Engine	Bug	New	Normal	Sprites moving up if their bottom intersects the floor		2017-04-03 18:32	0
1587	Doomsday Engine	Feature	New	Normal	3D weapon behaviour		2017-04-03 15:02	0
970	Doomsday Engine	Bug	New	Low	[Doom] Evil Eye height issue		2017-04-03 15:01	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
964	Doomsday Engine	Bug	New	Normal	[XG] Sounds ignore defined group		2017-04-03 15:01	0
963	Doomsday Engine	Bug	New	Normal	"spawnmobj" baddies auto wake up in area the player has shot		2017-04-03 15:01	0
967	Doomsday Engine	Bug	New	Low	Sprite angling incorrect at sharp angles		2017-04-03 14:59	0
918	Doomsday Engine	Bug	New	Low	Particles and looking up/down sharply		2017-04-03 14:59	0
671	Doomsday Engine	Bug	New	Normal	[Heretic] Enemy missile spreads have incorrect vertical aim		2017-04-03 14:57	0
669	Doomsday Engine	Bug	New	Low	0 tic state issues		2017-04-03 14:57	0
613	Doomsday Engine	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
566	Doomsday Engine	Bug	Progressed	Low	[Resampler] Low quality sound samples play distorted		2017-04-03 14:57	0
665	Doomsday Engine	Bug	New	Low	[Heretic] Some missiles should not splash		2017-04-03 14:57	0
966	Doomsday Engine	Bug	Progressed	Normal	[Doom] Use of CWILV graphics on automap		2017-04-03 14:56	50
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
511	Doomsday Engine	Bug	New	Normal	[Heretic Hexen] Torch fix not applied (low ceiling)		2017-04-03 14:56	0
972	Doomsday Engine	Bug	New	Normal	[Doom] Lost Souls infinite Z height		2017-04-03 14:55	0
1031	Doomsday Engine	Bug	New	Normal	Shootable triggers and freelook		2017-04-03 14:46	0
1032	Doomsday Engine	Bug	New	Normal	[Heretic] Badguy auto/raise lower to camera		2017-04-03 14:46	0
1046	Doomsday Engine	Bug	Closed	Normal	[Snowberry] No HeXen beta demo gamemode		2017-04-03 14:45	0
1058	Doomsday Engine	Bug	New	Low	[Heretic] D'sparil only supports up to 256 teleporter spots		2017-04-03 14:45	0
1063	Doomsday Engine	Bug	New	Normal	Flash state models offset incorrectly in 16:10		2017-04-03 14:44	0
1059	Doomsday Engine	Bug	New	Normal	[Heretic] Health counter jumps up and down		2017-04-03 14:44	0
1092	Doomsday Engine	Bug	New	Low	[Chex/HacX] Weapon names in Controls menu		2017-04-03 14:44	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
1069	Doomsday Engine	Bug	New	Normal	Default background colour for holes in splash screens		2017-04-03 14:43	0
1631	Doomsday Engine	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1130	Doomsday Engine	Bug	New	Low	Mana bars on the statusbar ignore opacity		2017-04-03 14:41	0
1660	Doomsday Engine	Bug	New	Normal	Player start near wall leads to misplaced player		2017-04-03 14:40	0
1709	Doomsday Engine	Bug	New	Low	Infine events interfere with taskbar		2017-04-03 14:38	0
1723	Doomsday Engine	Bug	New	Normal	[Value def's] impossible to remove pistol		2017-04-03 14:34	0
1816	Doomsday Engine	Bug	New	Normal	First sound played at map start up erroneously doesn't play		2017-04-03 14:17	0
1828	Doomsday Engine	Bug	New	Low	Tutorial doesn't claim mouse after clicking during launch		2017-04-03 14:15	0
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
1925	Doomsday Engine	Bug	New	Normal	[Doom] Values def can't change nightmare skill level option		2017-04-03 14:04	0
1928	Doomsday Engine	Bug	New	Normal	GameSession: ThingArchive::serialIdFor: Thing archive exhausted!		2017-04-03 14:04	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1957	Doomsday Engine	Bug	New	Low	[Doom] God Mode cheat doesn't respect Values def		2017-04-03 14:03	0
1958	Doomsday Engine	Bug	New	Normal	Help infine clash with already playing infine		2017-04-03 14:01	0
1968	Doomsday Engine	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
1981	Doomsday Engine	Bug	New	Normal	Alerts can be opened in Busy mode, causing occasional visual artifacts		2017-04-03 13:59	0
1999	Doomsday Engine	Bug	New	Normal	Window focus/close events ignored during busy mode (should defer)		2017-04-03 13:55	0
2012	Doomsday Engine	Bug	New	Normal	[Doom] Boom bug in Memento Mori II		2017-04-03 13:50	0
2090	Doomsday Engine	Bug	New	Normal	Missile with no death state error		2017-04-03 13:42	0
2096	Doomsday Engine	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2104	Doomsday Engine	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	0
2156	Doomsday Engine	Feature	New	Normal	[HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)		2017-04-03 13:30	0
2073	Doomsday Engine	Feature	Closed	Normal	Updater remembering save status		2017-02-20 14:30	0
1064	Doomsday Engine	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
1923	Doomsday Engine	Bug	New	Normal	PNG textures render as solid black (embedded in WAD)		2016-10-27 12:51	0
2002	Doomsday Engine	Bug	Rejected	Normal	Light decoration level fields ignored if min/max values identical		2015-03-26 11:20	0
1947	Doomsday Engine	Bug	Rejected	Normal	Heretic Treasure Chest minor Mapinfo ded and lump reading errors		2015-03-07 14:39	0
1913	Doomsday Engine	Bug	Rejected	Normal	Custom Playpal messes up future font colours		2014-11-23 21:47	0
1899	Doomsday Engine	Bug	Rejected	Low	[Heretic] MP client immediately seg faults (wrong WADs)		2014-11-18 20:31	0
1706	Doomsday Engine	Bug	Closed	Normal	Default Mapinfo music glitch		2014-10-05 19:57	0
1814	Doomsday Engine	Bug	Rejected	Normal	resetbindings slightly wonky		2014-05-27 23:22	0
1710	Doomsday Engine	Bug	Closed	Normal	game-fastmonsters 0/1 doesn't work		2014-04-08 12:32	0
1509	Doomsday Engine	Feature	Closed	Normal	Option to stop active/sight sounds if emitter killed		2014-01-03 16:44	0
1667	Doomsday Engine	Bug	Rejected	Normal	Player weapon sounds interrupt "dont_stop" sounds		2014-01-03 16:40	0
1671	Doomsday Engine	Bug	Rejected	Normal	Doom Sector type 10 not 'releasing' sector after action has occurred		2013-12-18 10:34	0
1462	Doomsday Engine	Feature	Rejected	Normal	Light Amp Goggles and Torches affect dynamic lights		2013-10-23 08:31	0
1536	Doomsday Engine	Feature	Closed	Normal	In map Infine pauses when the menu is open?		2013-10-22 11:19	0
1528	Doomsday Engine	Feature	Closed	Normal	A distance field for sound defs		2013-10-22 11:04	0
1506	Doomsday Engine	Feature	Closed	Normal	The ability to scroll the auto map whilst paused		2013-10-22 10:43	0
856	Doomsday Engine	Bug	Rejected	Low	Demo playback issues		2013-10-20 20:29	0
1466	Doomsday Engine	Feature	Rejected	Normal	Multiplayer map select limitation		2013-10-18 15:41	0
1054	Doomsday Engine	Bug	Closed	Normal	[Win XP] Jitter with sync in windowed mode		2012-09-19 12:12	100
1084	Doomsday Engine	Bug	Closed	High	666 tag compat option ('any boss triggers 666') doesn't work		2012-08-30 16:19	100
1070	Doomsday Engine	Bug	Rejected	Normal	Dehacked weapon issue		2012-08-28 10:46	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
999	Doomsday Engine	Bug	Closed	Normal	Ded flag translation mistake		2012-08-27 19:14	100
1538	Doomsday Engine	Feature	Closed	Normal	XG: (de)activation event option when changing line types		2012-08-27 15:39	100
1492	Doomsday Engine	Feature	Closed	Normal	Ability for end level xg class to skip the intermission		2012-08-27 15:39	100
1477	Doomsday Engine	Feature	Closed	Normal	Outside level infine game mode controllable		2012-08-27 15:39	100
1470	Doomsday Engine	Feature	Closed	Normal	Functionality of original Doom sector/line types vs XG		2012-08-27 15:39	100
1464	Doomsday Engine	Feature	Closed	Normal	Stereo sound support		2012-08-27 15:39	100
1034	Doomsday Engine	Bug	Closed	Low	[HeXen] Korax's ghost movement		2012-08-27 15:36	100
978	Doomsday Engine	Bug	Closed	Normal	0 tic weapon states no longer function		2012-08-27 15:35	100
976	Doomsday Engine	Bug	Closed	Normal	Fakeradio: One sided mid textures		2012-08-27 15:35	100
958	Doomsday Engine	Bug	Closed	Normal	XG: when_last and count line types		2012-08-27 15:35	100
956	Doomsday Engine	Bug	Closed	Low	[Doom] Boss cubes crash on spawn if lacking mf_noclip		2012-08-27 15:35	100
947	Doomsday Engine	Bug	Closed	Normal	[Heretic] Particle corruption		2012-08-27 15:35	100
945	Doomsday Engine	Bug	Closed	Normal	Console resize shortcut also scrolls the text up/down		2012-08-27 15:35	100
936	Doomsday Engine	Bug	Closed	Normal	Particles: setting vector relative to mobj		2012-08-27 15:35	100
913	Doomsday Engine	Bug	Closed	Normal	HeXen: level warping cheats partially broken		2012-08-27 15:35	100
912	Doomsday Engine	Bug	Closed	Normal	HeXen: Level music numbers off by one		2012-08-27 15:35	100
902	Doomsday Engine	Bug	Closed	Low	Ammo taken in weapon fire action		2012-08-27 15:35	100
875	Doomsday Engine	Bug	Closed	Normal	Rend-Dev-Nosprite conflicts with certain HeXen mobj actions		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
839	Doomsday Engine	Bug	Closed	Normal	JHeretic: No support for in wad title background replacement		2012-08-27 15:34	100
715	Doomsday Engine	Bug	Closed	Normal	HeXen: Corrupted save games		2012-08-27 15:33	100
695	Doomsday Engine	Bug	Closed	Normal	auto lowering of flying mobjs not checking the way is clear		2012-08-27 15:33	100
672	Doomsday Engine	Bug	Closed	Normal	HeXen Class menu wrong colours		2012-08-27 15:32	100
667	Doomsday Engine	Bug	Closed	Normal	HeXenDK Abattoir clipping bug		2012-08-27 15:32	100
615	Doomsday Engine	Bug	Closed	Normal	Left Ctrl and "[" are treated as the same key		2012-08-27 15:31	100
614	Doomsday Engine	Bug	Closed	Normal	Chat controls interfere with cheats		2012-08-27 15:31	100
599	Doomsday Engine	Bug	Closed	Normal	Speed field ignored for certain missiles		2012-08-27 15:31	100
594	Doomsday Engine	Bug	Closed	Normal	Full screen HUD sprites / Incorrect scaling of HUD items		2012-08-27 15:31	100
581	Doomsday Engine	Bug	Closed	Normal	Map fog disabled and re-enabled when menu is open and closed		2012-08-27 15:31	100
580	Doomsday Engine	Bug	Closed	Normal	menu-fog off doesn't work		2012-08-27 15:31	100
578	Doomsday Engine	Bug	Closed	Normal	line_type act sound		2012-08-27 15:31	100
573	Doomsday Engine	Bug	Closed	Normal	Thing Dynamic lights: Y Offset +/- wrong way around		2012-08-27 15:31	100
572	Doomsday Engine	Bug	Closed	Normal	IDMUSxx cheat ded oversights		2012-08-27 15:31	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
565	Doomsday Engine	Bug	Closed	Normal	Post level Infine seg fault		2012-08-27 15:31	100
523	Doomsday Engine	Bug	Closed	Normal	lightref_original doesn't work for coloured lighting		2012-08-27 15:31	100
513	Doomsday Engine	Bug	Closed	Normal	Infine control oversights		2012-08-27 15:31	100
512	Doomsday Engine	Bug	Closed	Normal	XG scrolling animated texture issue		2012-08-27 15:31	100
510	Doomsday Engine	Bug	Closed	Normal	Menu colours cfg/values def conflict		2012-08-27 15:31	100
497	Doomsday Engine	Bug	Closed	Normal	Ltf_missile_hit seems fairly unreliable		2012-08-27 15:30	100
492	Doomsday Engine	Bug	Closed	Normal	lrc_wall_texture doesn't work		2012-08-27 15:30	100
491	Doomsday Engine	Bug	Closed	Normal	Tiny blood splat editing bug		2012-08-27 15:30	100
455	Doomsday Engine	Bug	Closed	Normal	Particles and partially transparrent textures		2012-08-27 15:29	100
2438	Doomsday Engine	Bug	New	Normal	Support for non vanilla length hubs	Deng Team	2020-12-10 19:12	0
1915	Doomsday Engine	Bug	Feedback	Lowest	Click-to-focus also handled as UI click	Deng Team	2017-04-03 14:05	0
2034	Doomsday Engine	Bug	Closed	High	[HeXen DK] Snowberry versus Ring Zero launching	Deng Team	2015-05-18 22:23	100
587	Doomsday Engine	Bug	Closed	Normal	[Render hack] Plutonia 2 map11: 3D bridge does not construct	danij	2019-12-31 11:21	100
1468	Doomsday Engine	Feature	Closed	Normal	Sky layers seperate vertical offset	danij	2019-11-29 21:26	0
2031	Doomsday Engine	Bug	Closed	Normal	[Hexen] First hub exit leads to incorrect map	danij	2015-06-08 10:48	100
2030	Doomsday Engine	Bug	Closed	Normal	[Hexen] Wendigo attack angle incorrect	danij	2015-06-08 10:48	100
1982	Doomsday Engine	Bug	Closed	Normal	Crash warping to a map without MapInfo data	danij	2015-06-08 10:48	100
1956	Doomsday Engine	Bug	Closed	Normal	[Chex Quest] Incorrect level names	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
1911	Doomsday Engine	Bug	Closed	Normal	Episode menu appearing when it shouldn't	danij	2015-06-08 10:47	100
1906	Doomsday Engine	Bug	Closed	Normal	Light decorations not changing on animated textures	danij	2015-06-08 10:47	100
1898	Doomsday Engine	Bug	Closed	Normal	Multiplayer control issues	danij	2015-06-08 10:47	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
2014	Doomsday Engine	Bug	Closed	High	Fatal error with light-decoration test map (orange bookkeeping error)	danij	2015-04-23 04:53	100
1860	Doomsday Engine	Bug	Closed	Normal	[Doom] Final Doom teleporter quirk broken	danij	2015-03-14 00:47	100
765	Doomsday Engine	Bug	Closed	High	[Hexen] Korax teleport order	danij	2015-03-14 00:47	100
1525	Doomsday Engine	Feature	Closed	Normal	Allow gaps in Sprite animation frame sets	danij	2015-03-07 07:43	100
1896	Doomsday Engine	Bug	Closed	Normal	Validating Group def tic durations (value -1 is mishandled/unsupported)	danij	2015-03-07 04:11	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
1955	Doomsday Engine	Bug	Closed	Normal	[Hexen] Sherlock cheat gives wrong items	danij	2015-02-07 00:05	100
1916	Doomsday Engine	Bug	Closed	Normal	Activating binding grab with mouse button(s) in control menu	danij	2014-11-28 14:38	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

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
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
899	Doomsday Engine	Bug	Closed	High	XG stops working when loading a save game	danij	2014-10-11 06:15	100
1849	Doomsday Engine	Bug	Closed	Normal	[DOOM] FIREBLU in Plutonia	danij	2014-10-05 19:23	100
1862	Doomsday Engine	Bug	Closed	Normal	[Doom] Infunfunctional teleporter trigger in pwad BTSXep2	danij	2014-09-26 01:29	100
1737	Doomsday Engine	Bug	Closed	High	[Hexen] Crash starting end game finale	danij	2014-04-08 13:24	100
1736	Doomsday Engine	Bug	Closed	High	[HeXen] sky back layer not rendering	danij	2014-04-04 15:17	100
1720	Doomsday Engine	Bug	Closed	Normal	[multiplayer] client seg fault when something moves	danij	2014-02-04 19:36	100
1670	Doomsday Engine	Bug	Closed	Normal	[Automap] Yellow/Red key activated switches don't glow	danij	2013-12-23 15:13	100
1599	Doomsday Engine	Bug	Closed	Low	Double Quit sound	danij	2013-12-23 13:48	100
973	Doomsday Engine	Bug	Closed	High	[Map Converter] Crashes on linedefs with no front or back	danij	2013-10-18 20:17	100
1035	Doomsday Engine	Bug	Closed	High	[Doom] Sector type 10: door bouncing off a mobj	danij	2013-09-22 07:34	100
1040	Doomsday Engine	Bug	Closed	Normal	[Hexen] Singleplayer starts on Deathkings MP map 35 broken	danij	2013-09-22 05:02	100
939	Doomsday Engine	Bug	Closed	Normal	[Doom] Barrels are not turning into gib piles if crushed	danij	2013-09-21 19:23	100
948	Doomsday Engine	Bug	Closed	Normal	Dynamic Lights: Use the non-transferred plane height	danij	2013-09-21 18:16	100
941	Doomsday Engine	Bug	Closed	Low	Fatal error if map doesn't exist	danij	2013-07-18 17:56	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
1490	Doomsday Engine	Feature	Closed	Normal	Can the "secret found" sounds be given their own defs?	danij	2013-04-03 16:01	100
1071	Doomsday Engine	Bug	Closed	Normal	Incorrect sound playback	danij	2012-09-19 14:34	100
1077	Doomsday Engine	Bug	Closed	High	No longer handling unknown flats	danij	2012-08-30 07:32	100
1073	Doomsday Engine	Bug	Closed	Normal	Automap - secret line flag and door glows	danij	2012-08-30 07:32	100
1068	Doomsday Engine	Bug	Closed	Normal	Hi-res texture vs custom textures bug	danij	2012-08-30 07:32	100
1066	Doomsday Engine	Bug	Closed	Normal	"Use custom automap colors" menu option broken	danij	2012-08-30 07:32	100
1060	Doomsday Engine	Bug	Closed	Normal	[Hexen] Polyobjs not displayed on the automap	danij	2012-08-30 07:32	100
1016	Doomsday Engine	Bug	Closed	Normal	FF_START marker issue	danij	2012-08-30 07:32	100
938	Doomsday Engine	Bug	Closed	Urgent	[Hacx] Terminatrix not resurrecting foes	danij	2012-08-30 07:32	100
1485	Doomsday Engine	Feature	Closed	Normal	Font graphic compatibility	danij	2012-08-28 06:44	100
1453	Doomsday Engine	Feature	Closed	Normal	Lack of plain Give Health command line option	danij	2012-08-28 06:44	100
1010	Doomsday Engine	Bug	Closed	Normal	[Chex] Visual inaccuracies	danij	2012-08-27 19:14	100
1463	Doomsday Engine	Feature	Closed	Normal	Voodoo dolls not supported in JHeretic	danij	2012-08-27 15:39	100
1027	Doomsday Engine	Bug	Closed	Normal	[Doom] PWAD no longer loads	danij	2012-08-27 15:36	100
969	Doomsday Engine	Bug	Closed	Normal	Doom: Bad guy hitscan anomaly	danij	2012-08-27 15:35	100
955	Doomsday Engine	Bug	Closed	Normal	Dynamic lights and animated textures	danij	2012-08-27 15:35	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
952	Doomsday Engine	Bug	Closed	Normal	Little Map Title visual quirk	danij	2012-08-27 15:35	100
949	Doomsday Engine	Bug	Closed	Normal	[Hexen] Crash on returning to Heresiarch's Seminary	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
944	Doomsday Engine	Bug	Closed	Normal	[Hexen] Maulotaur throwing crash	danij	2012-08-27 15:35	100
942	Doomsday Engine	Bug	Closed	Normal	Vanilla save game support has broken at some point	danij	2012-08-27 15:35	100
940	Doomsday Engine	Bug	Closed	Normal	[Doom] Exit switches play the wrong sound	danij	2012-08-27 15:35	100
935	Doomsday Engine	Bug	Closed	Normal	Running without an IWAD causes freeze	danij	2012-08-27 15:35	100
934	Doomsday Engine	Bug	Closed	Normal	[Heretic] Energy Orbs using wrong sprites in shareware	danij	2012-08-27 15:35	100
930	Doomsday Engine	Bug	Closed	Normal	[Hexen] Crash with unknown sector types	danij	2012-08-27 15:35	100
929	Doomsday Engine	Bug	Closed	Normal	0 byte THINGS lump results in map conversion failure	danij	2012-08-27 15:35	100
903	Doomsday Engine	Bug	Closed	Normal	MP menu "player skin" graphics	danij	2012-08-27 15:35	100
896	Doomsday Engine	Bug	Closed	Normal	Console background flicker during fade in with resize	danij	2012-08-27 15:35	100
893	Doomsday Engine	Bug	Closed	Normal	[DOOM] IDMUS cheat broken (not DOOM2)	danij	2012-08-27 15:35	100
878	Doomsday Engine	Bug	Closed	Normal	Automap visual nitpicks	danij	2012-08-27 15:35	100
876	Doomsday Engine	Bug	Closed	Normal	No comprehension of poly objects with see through parts	danij	2012-08-27 15:35	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
866	Doomsday Engine	Bug	Closed	Normal	HeXen: Automap scroll when changing maps	danij	2012-08-27 15:35	100
865	Doomsday Engine	Bug	Closed	Normal	Heretic: Scrolling flats too slow	danij	2012-08-27 15:35	100
862	Doomsday Engine	Bug	Closed	High	Map def fog oversight	danij	2012-08-27 15:35	100
857	Doomsday Engine	Bug	Closed	Normal	Transparent texture clamp on upper/lower wall sections	danij	2012-08-27 15:34	100
836	Doomsday Engine	Bug	Closed	Normal	Barracks.wad dynamic light anomaly	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
825	Doomsday Engine	Bug	Closed	Normal	XG: Damage class if health below	danij	2012-08-27 15:34	100
820	Doomsday Engine	Bug	Closed	Normal	Dehacked: changing the ammo type of the Fist/Chainsaw	danij	2012-08-27 15:34	100
800	Doomsday Engine	Bug	Closed	Normal	Heretic and HeXen: hud weapon graphics set too low	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
796	Doomsday Engine	Bug	Closed	Low	Automap updating whilst fading away	danij	2012-08-27 15:34	100
793	Doomsday Engine	Bug	Closed	Normal	HeXen: Mana giving script on Dark Crucibe not functioning	danij	2012-08-27 15:34	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
786	Doomsday Engine	Bug	Closed	Normal	Heretic: Puff Pod spawns	danij	2012-08-27 15:34	100
776	Doomsday Engine	Bug	Closed	Normal	HeXen: Unused Wings of Wrath not taken between hubs	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

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
774	Doomsday Engine	Bug	Closed	Normal	General: Mobjs overlapping more than one sector	danij	2012-08-27 15:34	100
772	Doomsday Engine	Bug	Closed	High	HeXen: Poly object clipping	danij	2012-08-27 15:34	100
771	Doomsday Engine	Bug	Closed	Normal	HeXen: Destroying pot's	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
769	Doomsday Engine	Bug	Closed	Normal	Warping from map with hub exit to another hub plays anim	danij	2012-08-27 15:34	100
768	Doomsday Engine	Bug	Closed	Normal	[Hexen] Death Wyvern movement broken	danij	2012-08-27 15:34	100
767	Doomsday Engine	Bug	Closed	Normal	HeXen: mobj_t* converted to int! Not 64-bit compatible	danij	2012-08-27 15:34	100
766	Doomsday Engine	Bug	Closed	Low	[Hexen] Unknown thing warnings	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
759	Doomsday Engine	Bug	Closed	Normal	Dynamic lights on unpegged walls	danij	2012-08-27 15:34	100
722	Doomsday Engine	Bug	Closed	Normal	Map crash when you reload after death	danij	2012-08-27 15:33	100
718	Doomsday Engine	Bug	Closed	Normal	Heretic: Chicken auto movement	danij	2012-08-27 15:33	100
717	Doomsday Engine	Bug	Closed	Normal	Heretic/HeXen: MF_Ripper Blood	danij	2012-08-27 15:33	100
714	Doomsday Engine	Bug	Closed	Normal	HeXen: Incorrect Menu sounds	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
712	Doomsday Engine	Bug	Closed	Normal	Load menu skull cursor initial position	danij	2012-08-27 15:33	100
711	Doomsday Engine	Bug	Closed	Normal	Heretic: Intermission counter offsets	danij	2012-08-27 15:33	100
710	Doomsday Engine	Bug	Closed	Low	[Heretic/Hexen] Savegame menu boxes offset too far left	danij	2012-08-27 15:33	100
709	Doomsday Engine	Bug	Closed	Normal	HeXen: No quick save confirmation	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
707	Doomsday Engine	Bug	Closed	Normal	HeXen: Telefog has no Z offset	danij	2012-08-27 15:33	100
706	Doomsday Engine	Bug	Closed	Normal	Heretic: Linetype 100	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
704	Doomsday Engine	Bug	Closed	Normal	HeXen: Centaur two shields	danij	2012-08-27 15:33	100
703	Doomsday Engine	Bug	Closed	Normal	HeXen: Maulotaur charge attack	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
701	Doomsday Engine	Bug	Closed	Normal	Heretic: Incorrect menu and door sounds	danij	2012-08-27 15:33	100
700	Doomsday Engine	Bug	Closed	Normal	Heretic: No teleporter sparkles	danij	2012-08-27 15:33	100
692	Doomsday Engine	Bug	Closed	Normal	A_SkelMissile not taking vertical offset into account	danij	2012-08-27 15:33	100
689	Doomsday Engine	Bug	Closed	Normal	Post map infine broken and intermission not working above 32	danij	2012-08-27 15:33	100
685	Doomsday Engine	Bug	Closed	Normal	Map cheat behaviour change	danij	2012-08-27 15:33	100
678	Doomsday Engine	Bug	Closed	Normal	Automap: Rotation angle smoothing	danij	2012-08-27 15:33	100
677	Doomsday Engine	Bug	Closed	Normal	HeXen Quietus flames spawning way off where they should	danij	2012-08-27 15:33	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
676	Doomsday Engine	Bug	Closed	Normal	HeXen inventory not saved between maps	danij	2012-08-27 15:33	100
675	Doomsday Engine	Bug	Closed	Normal	Weapon controls wrong selection	danij	2012-08-27 15:33	100
670	Doomsday Engine	Bug	Closed	Normal	Doom Armour Icon on full screen is squashed vertically	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
657	Doomsday Engine	Bug	Closed	Normal	DED Reader: Failing to locate State definitions	danij	2012-08-27 15:32	100
656	Doomsday Engine	Bug	Closed	Normal	Heretic Gargoyles not spawning correctly	danij	2012-08-27 15:32	100
655	Doomsday Engine	Bug	Closed	Normal	Artefact key's not checking that player actually has item	danij	2012-08-27 15:32	100
650	Doomsday Engine	Bug	Closed	Normal	Dynamic lights bleeding through solid walls	danij	2012-08-27 15:32	100
634	Doomsday Engine	Bug	Closed	Normal	Infine events command not working	danij	2012-08-27 15:32	100
629	Doomsday Engine	Bug	Closed	Normal	A couple of broken XG classes	danij	2012-08-27 15:32	100
628	Doomsday Engine	Bug	Closed	Normal	Failing to read more than one loose ded	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
611	Doomsday Engine	Bug	Closed	High	HeXen Korax bug and crash	danij	2012-08-27 15:31	100
610	Doomsday Engine	Bug	Closed	High	Heretic E3M8 repeat loading crash	danij	2012-08-27 15:31	100
609	Doomsday Engine	Bug	Closed	Normal	Warp command commonalities	danij	2012-08-27 15:31	100
596	Doomsday Engine	Bug	Closed	Normal	Armour bug	danij	2012-08-27 15:31	100
593	Doomsday Engine	Bug	Closed	Normal	Sky Glow oversights	danij	2012-08-27 15:31	100
589	Doomsday Engine	Bug	Closed	Normal	Map cheat not reset in MP game	danij	2012-08-27 15:31	100
588	Doomsday Engine	Bug	Closed	Normal	Reversed look up and down controls	danij	2012-08-27 15:31	100
577	Doomsday Engine	Bug	Closed	Normal	Idiosyncrasy of pickup code	danij	2012-08-27 15:31	100
576	Doomsday Engine	Bug	Closed	Normal	Automap colours	danij	2012-08-27 15:31	100
574	Doomsday Engine	Bug	Closed	Normal	Duplicate key hud messages	danij	2012-08-27 15:31	100
555	Doomsday Engine	Bug	Closed	Normal	M_DOOM graphic being used on Option menu.	danij	2012-08-27 15:31	100
554	Doomsday Engine	Bug	Closed	Normal	Line_active xg not checking correct line(s)?	danij	2012-08-27 15:31	100
550	Doomsday Engine	Bug	Closed	Normal	Mana icon's not displayed in full screen hud	danij	2012-08-27 15:31	100
531	Doomsday Engine	Bug	Closed	Normal	Doom2/Final Doom incorrect screen border flat	danij	2012-08-27 15:31	100
528	Doomsday Engine	Bug	Closed	Normal	A possible resource loading bug in Beta5	danij	2012-08-27 15:31	100
522	Doomsday Engine	Bug	Closed	High	flat changing sky issue	danij	2012-08-27 15:31	100
521	Doomsday Engine	Bug	Closed	Normal	Small player cross and key required xg bug	danij	2012-08-27 15:31	100
520	Doomsday Engine	Bug	Closed	Urgent	D'sparil teleport crash	danij	2012-08-27 15:31	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
488	Doomsday Engine	Bug	Closed	Normal	end level xg class bug	danij	2012-08-27 15:30	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
483	Doomsday Engine	Bug	Closed	Normal	A_SkelMissile missile offset incorrect	danij	2012-08-27 15:30	100
469	Doomsday Engine	Bug	Closed	Low	Give command crash	danij	2012-08-27 15:30	100
459	Doomsday Engine	Bug	Closed	Normal	Level music and "before" infine scripts	danij	2012-08-27 15:29	100
456	Doomsday Engine	Bug	Closed	Normal	Message font graphics	danij	2012-08-27 15:29	100
380	Doomsday Engine	Bug	Closed	Normal	Glowing textures don't work on mid textures	danij	2012-08-27 15:27	100
336	Doomsday Engine	Bug	Closed	Urgent	D'sparil teleporting to incorrect location	danij	2012-08-27 15:25	100
286	Doomsday Engine	Bug	Closed	Urgent	666 tag on E4M6 of UD	danij	2012-08-27 15:25	100
285	Doomsday Engine	Bug	Closed	Urgent	Korax's missiles	danij	2012-08-27 15:25	100
269	Doomsday Engine	Bug	Closed	Low	Minor border graphic glitch	danij	2012-08-27 15:24	100
2142	Doomsday Engine	Feature	Closed	Low	Color adjustment should only apply to game view	skyjake	2020-12-08 08:27	100
1666	Doomsday Engine	Feature	Closed	Normal	[Dehacked] Support for sprite renaming	skyjake	2020-12-08 08:27	100
2154	Doomsday Engine	Bug	Closed	Normal	[HeXen] Mage character color is always blue	skyjake	2020-02-01 17:05	100
2327	Doomsday Engine	Bug	Closed	Urgent	[Heretic] Linetype 98 is nonfunctional	skyjake	2019-12-17 11:18	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
814	Doomsday Engine	Bug	Closed	Normal	[XG] Cooperative and Deathmatch flags only check for MP	skyjake	2019-12-17 11:17	100
1505	Doomsday Engine	Feature	Closed	Low	[Heretic] Boss drop off physics (never instantly drop down)	skyjake	2019-12-17 11:17	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
1821	Doomsday Engine	Bug	Progressed	High	[Hexen] Monsters do not always awaken (Seven Portals and elsewhere)	skyjake	2019-11-30 08:25	10
1520	Doomsday Engine	Feature	Closed	Normal	Realistic switch sound origin (compatibility option)	skyjake	2019-11-29 18:56	100
1876	Doomsday Engine	Bug	In Progress	High	[XG] Floor chains appear infunfunctional	skyjake	2019-11-26 21:18	10
2290	Doomsday Engine	Feature	Rejected	Low	Extend ambient light Map Info and Cvar to reduce light levels	skyjake	2019-11-05 08:38	0
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
974	Doomsday Engine	Bug	Closed	Low	[Heretic] No map def for E4M1	skyjake	2018-12-06 12:14	100
2044	Doomsday Engine	Bug	Closed	Low	[HeXen] Pig mode weapon switching should be inactive	skyjake	2018-11-25 15:49	100
2147	Doomsday Engine	Bug	Closed	Low	[Doom] Doom2/TNT/Plutonia/HacX title loop mistake	skyjake	2018-11-05 19:15	100
1029	Doomsday Engine	Bug	Closed	Normal	Switch sound origin	skyjake	2018-10-26 20:33	100
911	Doomsday Engine	Bug	Closed	Low	[Hexen] Poison cloud vs Repulsion Disc	skyjake	2017-04-22 18:16	100
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
2158	Doomsday Engine	Bug	Closed	Urgent	[UI] Doesn't load when one unloads a game	skyjake	2017-02-25 12:02	0
2108	Doomsday Engine	Bug	Closed	High	.msi installer does not create Start Menu shortcuts (Windows)	skyjake	2017-02-25 12:02	100
2122	Doomsday Engine	Feature	Closed	Normal	Autodetect games installed from GOG.com	skyjake	2016-11-22 19:59	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
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
2115	Doomsday Engine	Bug	Closed	Normal	[HeXen] No sound from breaking a suit of armor	skyjake	2015-10-30 20:44	100
1951	Doomsday Engine	Bug	Closed	Normal	Soundfont picker GUI not limited to soundfont files	skyjake	2015-06-08 10:48	100
1870	Doomsday Engine	Bug	Closed	Urgent	Generators not appearing in certain cases	skyjake	2015-06-08 10:47	100
1855	Doomsday Engine	Bug	Closed	Normal	[XG] Dummything not fully initialized	skyjake	2015-06-08 10:47	100
1853	Doomsday Engine	Bug	Closed	High	[Doom] Platform movement sound origin	skyjake	2015-06-08 10:47	100
2043	Doomsday Engine	Bug	Closed	Normal	[Hexen] Puzzle item use regression	skyjake	2015-05-12 22:41	100
1966	Doomsday Engine	Bug	Closed	Urgent	[MP] Powered up Phoenix Rod broken	skyjake	2015-05-09 18:54	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
2039	Doomsday Engine	Bug	Closed	Normal	"Fly up" without Wings artifact causes inventory to scroll around randomly	skyjake	2015-05-08 18:57	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
2010	Doomsday Engine	Bug	Closed	Normal	[Heretic] Skill 1 and 5 additional ammo incorrect	skyjake	2015-04-06 14:59	100
1776	Doomsday Engine	Bug	Closed	Normal	[Doom] Invulnerability effect not cleared between maps (leaving a map)	skyjake	2015-03-26 19:37	100
1939	Doomsday Engine	Bug	Closed	Normal	[Doom] Screen wipe wrong when loading game during InFine	skyjake	2015-03-26 11:52	100
1969	Doomsday Engine	Bug	Closed	Low	[Doom] Multiplayer intermission using incorrect header graphics	skyjake	2015-03-08 17:11	100
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
1832	Doomsday Engine	Bug	Closed	Normal	Vsync inconsistently applied in different games	skyjake	2015-02-06 12:52	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
1868	Doomsday Engine	Bug	Closed	High	[Doom] Revenant missiles randomly switch from non-homing to homing	skyjake	2015-01-15 18:02	100
1903	Doomsday Engine	Feature	Closed	Normal	"Clear Log" should actually remove entries from memory	skyjake	2014-11-23 13:51	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
1826	Doomsday Engine	Bug	Closed	High	Viewing rendering profile visual C++ runtime library crash	skyjake	2014-07-25 08:12	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
1775	Doomsday Engine	Bug	Closed	Normal	Gracefully abort if OpenGL version isn't sufficient	skyjake	2014-04-23 18:50	100
1714	Doomsday Engine	Bug	Closed	High	Multiplayer weapons aren't remaining in play	skyjake	2014-04-22 10:07	100
1705	Doomsday Engine	Bug	Closed	Normal	Flickering light decoration on moving platform	skyjake	2014-04-21 21:10	100
1750	Doomsday Engine	Bug	Closed	Normal	[Deathkings] New game crash while viewing ending	skyjake	2014-04-21 18:06	100
1740	Doomsday Engine	Bug	Closed	Urgent	[HeXen] Star Bridge no longer solid	skyjake	2014-04-15 20:57	100
1722	Doomsday Engine	Bug	Closed	Normal	Log filter default settings not applied immediately	skyjake	2014-01-29 19:27	100
1704	Doomsday Engine	Bug	Closed	Normal	Busy mode background images	skyjake	2014-01-12 12:11	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1691	Doomsday Engine	Bug	Closed	Normal	UI and full screen/window toggle	skyjake	2014-01-03 20:02	100
1690	Doomsday Engine	Bug	Closed	Normal	[Windows] OpenAL sound plugin not being found	skyjake	2013-12-29 19:35	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
1131	Doomsday Engine	Bug	Closed	Normal	'server-game-skill' doesn't function	skyjake	2013-09-21 18:10	100
1043	Doomsday Engine	Bug	Closed	Normal	[Values] Static field broken (disable weapon lowering)	skyjake	2013-07-18 08:39	100
1061	Doomsday Engine	Bug	Closed	Normal	After map Infine causes duplicate Intermission	skyjake	2013-07-17 09:11	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
1075	Doomsday Engine	Bug	Closed	Normal	[Heretic] Artefacts are playing two sounds on pickup	skyjake	2013-07-15 16:34	100
1557	Doomsday Engine	Feature	Closed	Normal	Jpeg support for model skins	skyjake	2013-04-03 16:01	100
1052	Doomsday Engine	Bug	Closed	Normal	[Heretic] Torch artifact doesn't work properly	skyjake	2013-03-29 11:32	100
1111	Doomsday Engine	Bug	Closed	Normal	Help Infine can't be closed	skyjake	2013-03-29 08:25	100
1108	Doomsday Engine	Bug	Closed	Low	Infine corruption during first tic	skyjake	2013-03-29 08:25	100
1014	Doomsday Engine	Bug	Closed	High	[Infine] Combining scale+angle broken ("Imp" example)	skyjake	2012-12-09 20:25	100
1065	Doomsday Engine	Bug	Closed	High	[HeXen] loading a pwad breaks player colours	skyjake	2012-09-10 09:04	100
1086	Doomsday Engine	Bug	Closed	Low	'recorddemo' console command seg faults	skyjake	2012-08-30 19:06	100
1062	Doomsday Engine	Bug	Closed	Normal	[Hexen] Warp cheat not quite functioning	skyjake	2012-08-30 07:32	100
666	Doomsday Engine	Bug	Closed	Low	[Hexen] Inefficient "kill" command and massacre cheat	skyjake	2012-08-30 07:32	100
1013	Doomsday Engine	Bug	Closed	High	HeXen demo game mode broken	skyjake	2012-08-27 19:14	100
986	Doomsday Engine	Bug	Closed	High	[Heretic] Flying bad guys no Z check	skyjake	2012-08-27 19:14	100
1057	Doomsday Engine	Bug	Closed	Normal	[Heretic] Wrong door sound	skyjake	2012-08-27 15:36	100
979	Doomsday Engine	Bug	Closed	Normal	Screen melt and save games	skyjake	2012-08-27 15:35	100
907	Doomsday Engine	Bug	Closed	Normal	Hexen: pottery missing sound effect	skyjake	2012-08-27 15:35	100
640	Doomsday Engine	Bug	Closed	Normal	Delay with use key on intermission screens	skyjake	2012-08-27 15:32	100
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