

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|-------------|----------|---|----------|------------------|--------|
| 2327 | Doomsday Engine | Bug     | Closed      | Urgent   | [Heretic] Linetype 98 is nonfunctional  | skyjake  | 2019-12-17 11:18 | 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      |
| 2064 | Doomsday Engine | Bug     | New         | Urgent   | Bugs in HeXen Multiplayer   |          | 2018-07-29 16:53 | 0      |
| 2158 | Doomsday Engine | Bug     | Closed      | Urgent   | [UI] Doesn't load when one unloads a game   | skyjake  | 2017-02-25 12:02 | 0      |
| 1870 | Doomsday Engine | Bug     | Closed      | Urgent   | Generators not appearing in certain cases   | skyjake  | 2015-06-08 10:47 | 100    |
| 1966 | Doomsday Engine | Bug     | Closed      | Urgent   | [MP] Powered up Phoenix Rod broken  | skyjake  | 2015-05-09 18:54 | 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    |
| 1740 | Doomsday Engine | Bug     | Closed      | Urgent   | [HeXen] Star Bridge no longer solid   | skyjake  | 2014-04-15 20:57 | 100    |
| 938  | Doomsday Engine | Bug     | Closed      | Urgent   | [Hacx] Terminatrix not resurrecting foes  | danij    | 2012-08-30 07:32 | 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    |
| 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    |
| 1821 | Doomsday Engine | Bug     | Progressed  | High     | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere)               | skyjake  | 2019-11-30 08:25 | 10     |
| 2109 | Doomsday Engine | Bug     | New         | High     | [Doom] "Doomsday of UAC" invisible stairs not climable                            |          | 2019-11-29 23:22 | 0      |
| 1808 | Doomsday Engine | Bug     | Progressed  | High     | New sprites in addons do not work   |          | 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      |
| 2326 | Doomsday Engine | Bug     | New         | High     | [Doom] PRCP map32; player incorrectly spawning as camera                          |          | 2019-11-29 22:30 | 0      |
| 1542 | Doomsday Engine | Feature | New         | High     | Use hit origin for Damage generator   |          | 2019-11-29 19:08 | 0      |
| 1827 | Doomsday Engine | Bug     | New         | High     | [Doom] Revenant infinite loop case  |          | 2019-11-27 05:51 | 0      |
| 1876 | Doomsday Engine | Bug     | In Progress | High     | [XG] Floor chains appear infunfunctional  | skyjake  | 2019-11-26 21:18 | 10     |
| 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    |
| 2066 | Doomsday Engine | Bug     | New         | High     | [Heretic Multiplayer] Iron Lich firewall doesn't expand                           |          | 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      |
| 1565 | Doomsday Engine | Feature | New         | High     | [MP] Option to remove MP flagged weapons in co-op                                 |          | 2018-07-29 16:53 | 0      |
| 1467 | Doomsday Engine | Feature | New         | High     | [XG] Incorporate vanilla line/sector types  |          | 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      |

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|------|-----------------|---------|----------|----------|---|-----------|------------------|--------|
| 1015 | Doomsday Engine | Bug     | New      | High     | Player getting stuck on certain walls?  |           | 2017-04-03 18:34 | 0      |
| 2042 | Doomsday Engine | Bug     | New      | High     | Mobj spawning at sector boundary height should choose highest contacted floor                               |           | 2017-04-03 18:32 | 0      |
| 1993 | Doomsday Engine | Bug     | Feedback | High     | Switching maps while XG lines are active causes seg fault   | vermil    | 2017-04-03 13:55 | 0      |
| 2104 | Doomsday Engine | Bug     | New      | High     | [Doom] Boss Brain generators incorrect position   |           | 2017-04-03 13:36 | 0      |
| 2108 | Doomsday Engine | Bug     | Closed   | High     | .msi installer does not create Start Menu shortcuts (Windows)   | skyjake   | 2017-02-25 12:02 | 100    |
| 1064 | Doomsday Engine | Bug     | New      | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)  |           | 2016-11-22 14:21 | 0      |
| 1873 | Doomsday Engine | Bug     | Closed   | High     | [HeXen DK] multiplayer crash on Sump  | vermil    | 2015-06-08 10:47 | 100    |
| 1853 | Doomsday Engine | Bug     | Closed   | High     | [Doom] Platform movement sound origin   | skyjake   | 2015-06-08 10:47 | 100    |
| 2034 | Doomsday Engine | Bug     | Closed   | High     | [HeXen DK] Snowberry versus Ring Zero launching   | Deng Team | 2015-05-18 22:23 | 100    |
| 2014 | Doomsday Engine | Bug     | Closed   | High     | Fatal error with light-decoration test map (orange bookkeeping error)                                       | danij     | 2015-04-23 04:53 | 100    |
| 765  | Doomsday Engine | Bug     | Closed   | High     | [Hexen] Korax teleport order  | danij     | 2015-03-14 00:47 | 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    |
| 1868 | Doomsday Engine | Bug     | Closed   | High     | [Doom] Revenant missiles randomly switch from non-homing to homing  | skyjake   | 2015-01-15 18:02 | 100    |
| 899  | Doomsday Engine | Bug     | Closed   | High     | XG stops working when loading a save game   | danij     | 2014-10-11 06:15 | 100    |
| 1826 | Doomsday Engine | Bug     | Closed   | High     | Viewing rendering profile visual C++ runtime library crash  | skyjake   | 2014-07-25 08:12 | 100    |
| 1714 | Doomsday Engine | Bug     | Closed   | High     | Multiplayer weapons aren't remaining in play  | skyjake   | 2014-04-22 10:07 | 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    |
| 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    |
| 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    |
| 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    |
| 1084 | Doomsday Engine | Bug     | Closed   | High     | 666 tag compat option ('any boss triggers 666') doesn't work  |           | 2012-08-30 16:19 | 100    |
| 1077 | Doomsday Engine | Bug     | Closed   | High     | No longer handling unknown flats  | danij     | 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    |
| 862  | Doomsday Engine | Bug     | Closed   | High     | Map def fog oversight   | danij     | 2012-08-27 15:35 | 100    |
| 772  | Doomsday Engine | Bug     | Closed   | High     | HeXen: Poly object clipping   | danij     | 2012-08-27 15:34 | 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    |

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| 522  | Doomsday Engine | Bug     | Closed     | High     | flat changing sky issue  | danij     | 2012-08-27 15:31 | 100    |
| 493  | Doomsday Engine | Bug     | Closed     | High     | Plane move issue   | danij     | 2012-08-27 15:30 | 100    |
| 2438 | Doomsday Engine | Bug     | New        | Normal   | Support for non vanilla length hubs  | Deng Team | 2020-12-10 19:12 | 0      |
| 1666 | Doomsday Engine | Feature | Closed     | Normal   | [Dehacked] Support for sprite renaming   | skyjake   | 2020-12-08 08:27 | 100    |
| 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      |
| 2154 | Doomsday Engine | Bug     | Closed     | Normal   | [HeXen] Mage character color is always blue  | skyjake   | 2020-02-01 17:05 | 100    |
| 2107 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] [Hexen] Line attacks produce no sound on impact                                  |           | 2020-01-04 11:15 | 0      |
| 587  | Doomsday Engine | Bug     | Closed     | Normal   | [Render hack] Plutonia 2 map11: 3D bridge does not construct                               | danij     | 2019-12-31 11:21 | 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    |
| 1929 | Doomsday Engine | Bug     | Progressed | Normal   | Sprite priority handling   |           | 2019-11-29 23:06 | 0      |
| 1471 | Doomsday Engine | Feature | New        | Normal   | Standard definitions should conform to vanilla   |           | 2019-11-29 23:06 | 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      |
| 1007 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Sound emitter overlap handling  |           | 2019-11-29 22:58 | 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      |
| 1992 | Doomsday Engine | Bug     | Closed     | Normal   | Load console command segfaults (needs retesting)   | vermil    | 2019-11-29 21:57 | 0      |
| 1566 | Doomsday Engine | Feature | New        | Normal   | [Automap] Reset line colors  |           | 2019-11-29 21:31 | 0      |
| 1468 | Doomsday Engine | Feature | Closed     | Normal   | Sky layers seperate vertical offset  | danij     | 2019-11-29 21:26 | 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      |
| 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      |
| 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      |

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|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 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      |
| 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      |
| 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      |
| 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      |
| 1520 | Doomsday Engine | Feature | Closed   | Normal   | Realistic switch sound origin (compatibility option)                  | skyjake  | 2019-11-29 18:56 | 100    |
| 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      |
| 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      |
| 1029 | Doomsday Engine | Bug     | Closed   | Normal   | Switch sound origin   | skyjake  | 2018-10-26 20:33 | 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      |
| 2065 | Doomsday Engine | Bug     | New      | Normal   | [Heretic Multiplayer] Wings of Wrath bugs                             |          | 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      |
| 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      |
| 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      |

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|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 1491 | Doomsday Engine | Feature | New        | Normal   | Variable damage for the pmf_crush plane move flag                          |          | 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      |
| 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      |
| 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      |
| 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      |
| 1701 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Map08/ExM8 sound emulation  |          | 2017-04-03 18:33 | 0      |
| 1921 | Doomsday Engine | Bug     | New        | Normal   | [Doom] No screen wipe from map to post map InFine                          |          | 2017-04-03 18:32 | 0      |
| 975  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Armour Helmets 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      |
| 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      |
| 671  | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Enemy missile spreads have incorrect vertical aim                |          | 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     |
| 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      |

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| 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      |
| 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      |
| 1069 | Doomsday Engine | Bug     | New      | Normal   | Default background colour for holes in splash screens                                    |          | 2017-04-03 14:43 | 0      |
| 1660 | Doomsday Engine | Bug     | New      | Normal   | Player start near wall leads to misplaced player   |          | 2017-04-03 14:40 | 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      |
| 1817 | Doomsday Engine | Bug     | Feedback | Normal   | Premap infine and preplaying music oversight   | vermil   | 2017-04-03 14:17 | 0      |
| 1861 | Doomsday Engine | Bug     | Closed   | Normal   | [ATI] Line antialiasing vs crosshair opacity   |          | 2017-04-03 14:13 | 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      |
| 1958 | Doomsday Engine | Bug     | New      | Normal   | Help infine clash with already playing infine  |          | 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      |
| 2156 | Doomsday Engine | Feature | New      | Normal   | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)                  |          | 2017-04-03 13:30 | 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    |
| 2073 | Doomsday Engine | Feature | Closed   | Normal   | Updater remembering save status  |          | 2017-02-20 14:30 | 0      |
| 2122 | Doomsday Engine | Feature | Closed   | Normal   | Autodetect games installed from GOG.com  | skyjake  | 2016-11-22 19:59 | 100    |
| 1923 | Doomsday Engine | Bug     | New      | Normal   | PNG textures render as solid black (embedded in WAD)                                     |          | 2016-10-27 12:51 | 0      |
| 2115 | Doomsday Engine | Bug     | Closed   | Normal   | [HeXen] No sound from breaking a suit of armor   | skyjake  | 2015-10-30 20:44 | 100    |
| 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    |
| 1951 | Doomsday Engine | Bug     | Closed   | Normal   | Soundfont picker GUI not limited to soundfont files                                      | skyjake  | 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    |

| #    | Project         | Tracker | Status   | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|----------|----------|--|----------|------------------|--------|
| 1898 | Doomsday Engine | Bug     | Closed   | Normal   | Multiplayer control issues   | danij    | 2015-06-08 10:47 | 100    |
| 1855 | Doomsday Engine | Bug     | Closed   | Normal   | [XG] Dummything not fully initialized  | 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    |
| 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    |
| 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    |
| 2002 | Doomsday Engine | Bug     | Rejected | Normal   | Light decoration level fields ignored if min/max values identical  |          | 2015-03-26 11:20 | 0      |
| 1860 | Doomsday Engine | Bug     | Closed   | Normal   | [Doom] Final Doom teleporter quirk broken  | danij    | 2015-03-14 00:47 | 100    |
| 1947 | Doomsday Engine | Bug     | Rejected | Normal   | Heretic Treasure Chest minor Mapinfo ded and lump reading errors   |          | 2015-03-07 14:39 | 0      |
| 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    |
| 1955 | Doomsday Engine | Bug     | Closed   | Normal   | [Hexen] Sherlock cheat gives wrong items   | danij    | 2015-02-07 00:05 | 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    |
| 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    |
| 1913 | Doomsday Engine | Bug     | Rejected | Normal   | Custom Playpal messes up future font colours   |          | 2014-11-23 21:47 | 0      |
| 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    |
| 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    |
| 1706 | Doomsday Engine | Bug     | Closed   | Normal   | Default Mapinfo music glitch   |          | 2014-10-05 19:57 | 0      |
| 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    |
| 1814 | Doomsday Engine | Bug     | Rejected | Normal   | resetbindings slightly wonky   |          | 2014-05-27 23:22 | 0      |
| 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      |

| #    | Project         | Tracker | Status   | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|----------|----------|--|----------|------------------|--------|
| 1775 | Doomsday Engine | Bug     | Closed   | Normal   | Gracefully abort if OpenGL version isn't sufficient                  | skyjake  | 2014-04-23 18:50 | 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    |
| 1710 | Doomsday Engine | Bug     | Closed   | Normal   | game-fastmonsters 0/1 doesn't work                                   |          | 2014-04-08 12:32 | 0      |
| 1720 | Doomsday Engine | Bug     | Closed   | Normal   | [multiplayer] client seg fault when something moves                  | danij    | 2014-02-04 19:36 | 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    |
| 1691 | Doomsday Engine | Bug     | Closed   | Normal   | UI and full screen/window toggle                                     | skyjake  | 2014-01-03 20:02 | 100    |
| 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      |
| 1690 | Doomsday Engine | Bug     | Closed   | Normal   | [Windows] OpenAL sound plugin not being found                        | skyjake  | 2013-12-29 19:35 | 100    |
| 1670 | Doomsday Engine | Bug     | Closed   | Normal   | [Automap] Yellow/Red key activated switches don't glow               | danij    | 2013-12-23 15:13 | 100    |
| 1671 | Doomsday Engine | Bug     | Rejected | Normal   | Doom Sector type 10 not 'releasing' sector after action has occurred |          | 2013-12-18 10:34 | 0      |
| 1679 | Doomsday Engine | Bug     | Closed   | Normal   | main menu appearing in the loading screens when it shouldn't         | skyjake  | 2013-12-15 13:23 | 100    |
| 1487 | Doomsday Engine | Feature | Closed   | Normal   | [InFine] ximage: support for 8-bit paletted PNG images               | vermil   | 2013-10-23 11:41 | 100    |
| 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      |
| 1466 | Doomsday Engine | Feature | Rejected | Normal   | Multiplayer map select limitation                                    |          | 2013-10-18 15:41 | 0      |
| 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    |
| 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    |
| 1490 | Doomsday Engine | Feature | Closed   | Normal   | Can the "secret found" sounds be given their own defs?               | danij    | 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    |
| 1071 | Doomsday Engine | Bug     | Closed   | Normal   | Incorrect sound playback   | danij    | 2012-09-19 14:34 | 100    |



| #    | 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    |
| 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    |
| 1062 | Doomsday Engine | Bug     | Closed   | Normal   | [Hexen] Warp cheat not quite functioning                 | skyjake  | 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    |
| 1070 | Doomsday Engine | Bug     | Rejected | Normal   | Dehacked weapon issue                                    |          | 2012-08-28 10:46 | 0      |
| 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    |
| 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    |
| 1463 | Doomsday Engine | Feature | Closed   | Normal   | Voodoo dolls not supported in JHeretic                   | danij    | 2012-08-27 15:39 | 100    |
| 1057 | Doomsday Engine | Bug     | Closed   | Normal   | [Heretic] Wrong door sound                               | skyjake  | 2012-08-27 15:36 | 100    |
| 1027 | Doomsday Engine | Bug     | Closed   | Normal   | [Doom] PWAD no longer loads                              | danij    | 2012-08-27 15:36 | 100    |
| 979  | Doomsday Engine | Bug     | Closed   | Normal   | Screen melt and save games                               | skyjake  | 2012-08-27 15:35 | 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    |
| 969  | Doomsday Engine | Bug     | Closed   | Normal   | Doom: Bad guy hitscan anomaly                            | danij    | 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    |
| 955  | Doomsday Engine | Bug     | Closed   | Normal   | Dynamic lights and animated textures                     | danij    | 2012-08-27 15:35 | 100    |
| 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    |
| 947  | Doomsday Engine | Bug     | Closed   | Normal   | [Heretic] Particle corruption                            |          | 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    |
| 945  | Doomsday Engine | Bug     | Closed   | Normal   | Console resize shortcut also scrolls the text up/down    |          | 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    |

| #   | Project         | Tracker | Status | Priority | Subject  | Assignee | Updated          | % Done |
|-----|-----------------|---------|--------|----------|--|----------|------------------|--------|
| 940 | Doomsday Engine | Bug     | Closed | Normal   | [Doom] Exit switches play the wrong sound                    | danij    | 2012-08-27 15:35 | 100    |
| 936 | Doomsday Engine | Bug     | Closed | Normal   | Particles: setting vector relative to mobj                   |          | 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    |
| 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    |
| 907 | Doomsday Engine | Bug     | Closed | Normal   | Hexen: pottery missing sound effect                          | skyjake  | 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    |
| 875 | Doomsday Engine | Bug     | Closed | Normal   | Rend-Dev-Nosprite conflicts with certain HeXen mobj actions  |          | 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    |
| 857 | Doomsday Engine | Bug     | Closed | Normal   | Transparent texture clamp on upper/lower wall sections       | danij    | 2012-08-27 15:34 | 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    |
| 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    |
| 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    |
| 774 | Doomsday Engine | Bug     | Closed | Normal   | General: Mobjs overlapping more than one sector              | danij    | 2012-08-27 15:34 | 100    |

| #   | Project         | Tracker | Status | Priority | Subject  | Assignee | Updated          | % Done |
|-----|-----------------|---------|--------|----------|--|----------|------------------|--------|
| 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    |
| 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    |
| 715 | Doomsday Engine | Bug     | Closed | Normal   | HeXen: Corrupted save games                                  |          | 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    |
| 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    |
| 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    |
| 695 | Doomsday Engine | Bug     | Closed | Normal   | auto lowering of flying mobs not checking the way is clear   |          | 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    |
| 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    |
| 672 | Doomsday Engine | Bug     | Closed | Normal   | HeXen Class menu wrong colours                               |          | 2012-08-27 15:32 | 100    |

| #   | Project         | Tracker | Status | Priority | Subject  | Assignee | Updated          | % Done |
|-----|-----------------|---------|--------|----------|--|----------|------------------|--------|
| 670 | Doomsday Engine | Bug     | Closed | Normal   | Doom Armour Icon on full screen is squashed vertically       | danij    | 2012-08-27 15:32 | 100    |
| 667 | Doomsday Engine | Bug     | Closed | Normal   | HeXenDK Abattoir clipping bug                                |          | 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    |
| 640 | Doomsday Engine | Bug     | Closed | Normal   | Delay with use key on intermission screens                   | skyjake  | 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    |
| 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    |
| 609 | Doomsday Engine | Bug     | Closed | Normal   | Warp command commonalities                                   | danij    | 2012-08-27 15:31 | 100    |
| 599 | Doomsday Engine | Bug     | Closed | Normal   | Speed field ignored for certain missiles                     |          | 2012-08-27 15:31 | 100    |
| 596 | Doomsday Engine | Bug     | Closed | Normal   | Armour bug   | danij    | 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    |
| 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    |
| 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    |
| 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    |
| 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    |
| 565 | Doomsday Engine | Bug     | Closed | Normal   | Post level Infine seg fault                                  |          | 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    |

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 528  | Doomsday Engine | Bug     | Closed     | Normal   | A possible resource loading bug in Beta5                                       | danij    | 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    |
| 521  | Doomsday Engine | Bug     | Closed     | Normal   | Small player cross and key required xg bug                                     | danij    | 2012-08-27 15:31 | 100    |
| 515  | Doomsday Engine | Bug     | Closed     | Normal   | old ded syntax issue   | danij    | 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   | ltc_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    |
| 488  | Doomsday Engine | Bug     | Closed     | Normal   | end level xg class bug   | danij    | 2012-08-27 15:30 | 100    |
| 483  | Doomsday Engine | Bug     | Closed     | Normal   | A_SkelMissile missile offset incorrect   | 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    |
| 455  | Doomsday Engine | Bug     | Closed     | Normal   | Particles and partially transparrent textures                                  |          | 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    |
| 2142 | Doomsday Engine | Feature | Closed     | Low      | Color adjustment should only apply to game view                                | skyjake  | 2020-12-08 08:27 | 100    |
| 1553 | Doomsday Engine | Feature | Rejected   | Low      | Align crosshair with actual line of fire                                       |          | 2020-01-07 12:39 | 0      |
| 1505 | Doomsday Engine | Feature | Closed     | Low      | [Heretic] Boss drop off physics (never instantly drop down)                    | skyjake  | 2019-12-17 11:17 | 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      |
| 287  | Doomsday Engine | Bug     | Progressed | Low      | Changes to BLOOD states ignored  |          | 2019-11-29 23:04 | 0      |
| 1045 | Doomsday Engine | Bug     | New        | Low      | [Hexen] Moving platform sound loops while menu open                            |          | 2019-11-29 22:58 | 0      |
| 1905 | Doomsday Engine | Feature | New        | Low      | God mode console cheat that doesn't restore health                             |          | 2019-11-29 21:09 | 0      |
| 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      |
| 1559 | Doomsday Engine | Feature | New        | Low      | State and sprite without a mobj (SMT2A0/STLAG)                                 |          | 2019-11-29 19:14 | 0      |
| 1547 | Doomsday Engine | Feature | New        | Low      | Command for manipulating numeric controls                                      |          | 2019-11-29 19:09 | 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      |
| 1549 | Doomsday Engine | Feature | Rejected   | Low      | Material property that allows disabling ambient occlusion                      |          | 2019-11-29 15:46 | 0      |

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 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      |
| 2290 | Doomsday Engine | Feature | Rejected   | Low      | Extend ambient light Map Info and Cvar to reduce light levels                     | skyjake  | 2019-11-05 08:38 | 0      |
| 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    |
| 874  | Doomsday Engine | Bug     | Closed     | Low      | [Hexen] Stalker gib levitates   |          | 2018-11-23 08:34 | 100    |
| 2147 | Doomsday Engine | Bug     | Closed     | Low      | [Doom] Doom2/TNT/Plutonia/HacX title loop mistake                                 | skyjake  | 2018-11-05 19:15 | 100    |
| 2054 | Doomsday Engine | Bug     | New        | Low      | [MP] No weapon pickup notification in Hexen                                       |          | 2018-07-29 16:53 | 0      |
| 911  | Doomsday Engine | Bug     | Closed     | Low      | [Hexen] Poison cloud vs Repulsion Disc  | skyjake  | 2017-04-22 18:16 | 100    |
| 1694 | Doomsday Engine | Feature | New        | Low      | [Doom] Invulnerability animation: full bright sync, apply tic rate                |          | 2017-04-03 18:56 | 0      |
| 1734 | Doomsday Engine | Bug     | Progressed | Low      | Games' Help InFine scripts have no sounds   |          | 2017-04-03 18:33 | 10     |
| 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      |
| 915  | Doomsday Engine | Bug     | New        | Low      | [Hexen] Wraithverge Ghosts incorrectly full bright                                |          | 2017-04-03 18:32 | 0      |
| 970  | Doomsday Engine | Bug     | New        | Low      | [Doom] Evil Eye height issue  |          | 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      |
| 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      |
| 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      |
| 1058 | Doomsday Engine | Bug     | New        | Low      | [Heretic] D'sparil only supports up to 256 teleporter spots                       |          | 2017-04-03 14:45 | 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      |
| 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      |

| #    | Project         | Tracker | Status   | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|----------|----------|--|-----------|------------------|--------|
| 1709 | Doomsday Engine | Bug     | New      | Low      | Infine events interfere with taskbar   |           | 2017-04-03 14:38 | 0      |
| 1828 | Doomsday Engine | Bug     | New      | Low      | Tutorial doesn't claim mouse after clicking during launch                              |           | 2017-04-03 14:15 | 0      |
| 1863 | Doomsday Engine | Bug     | New      | Low      | [automap] line updating  |           | 2017-04-03 14:12 | 0      |
| 1957 | Doomsday Engine | Bug     | New      | Low      | [Doom] God Mode cheat doesn't respect Values def                                       |           | 2017-04-03 14:03 | 0      |
| 1968 | Doomsday Engine | Bug     | New      | Low      | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly) |           | 2017-04-03 14:01 | 0      |
| 2096 | Doomsday Engine | Bug     | New      | Low      | [Heretic] [HeXen] hud number one offset  |           | 2017-04-03 13:38 | 0      |
| 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     |
| 1969 | Doomsday Engine | Bug     | Closed   | Low      | [Doom] Multiplayer intermission using incorrect header graphics                        | skyjake   | 2015-03-08 17:11 | 100    |
| 1899 | Doomsday Engine | Bug     | Rejected | Low      | [Heretic] MP client imediately seg faults (wrong WADs)                                 |           | 2014-11-18 20:31 | 0      |
| 1599 | Doomsday Engine | Bug     | Closed   | Low      | Double Quit sound  | danij     | 2013-12-23 13:48 | 100    |
| 856  | Doomsday Engine | Bug     | Rejected | Low      | Demo playback issues   |           | 2013-10-20 20:29 | 0      |
| 941  | Doomsday Engine | Bug     | Closed   | Low      | Fatal error if map doesn't exist   | danij     | 2013-07-18 17:56 | 100    |
| 1108 | Doomsday Engine | Bug     | Closed   | Low      | Infine corruption during first tic   | skyjake   | 2013-03-29 08:25 | 100    |
| 1086 | Doomsday Engine | Bug     | Closed   | Low      | 'recorddemo' console command seg faults  | skyjake   | 2012-08-30 19:06 | 100    |
| 666  | Doomsday Engine | Bug     | Closed   | Low      | [Hexen] Inefficient "kill" command and massacre cheat                                  | skyjake   | 2012-08-30 07:32 | 100    |
| 1034 | Doomsday Engine | Bug     | Closed   | Low      | [HeXen] Korax's ghost movement   |           | 2012-08-27 15:36 | 100    |
| 956  | Doomsday Engine | Bug     | Closed   | Low      | [Doom] Boss cubes crash on spawn if lacking mf_noclip                                  |           | 2012-08-27 15:35 | 100    |
| 902  | Doomsday Engine | Bug     | Closed   | Low      | Ammo taken in weapon fire action   |           | 2012-08-27 15:35 | 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    |
| 766  | Doomsday Engine | Bug     | Closed   | Low      | [Hexen] Unknown thing warnings   | danij     | 2012-08-27 15:34 | 100    |
| 710  | Doomsday Engine | Bug     | Closed   | Low      | [Heretic/Hexen] Savegame menu boxes offset too far left                                | 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    |
| 469  | Doomsday Engine | Bug     | Closed   | Low      | Give command crash   | danij     | 2012-08-27 15:30 | 100    |
| 269  | Doomsday Engine | Bug     | Closed   | Low      | Minor border graphic glitch  | danij     | 2012-08-27 15:24 | 100    |
| 1569 | Doomsday Engine | Feature | New      | Lowest   | [Hexen] Demo version cheat codes and "Beta" message                                    |           | 2019-11-29 19:16 | 0      |
| 1644 | Doomsday Engine | Bug     | New      | Lowest   | [HeXen beta demo] Should have Heretic crush behaviour                                  |           | 2017-04-03 18:34 | 0      |
| 1915 | Doomsday Engine | Bug     | Feedback | Lowest   | Click-to-focus also handled as UI click  | Deng Team | 2017-04-03 14:05 | 0      |