

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1501	Doomsday Engine	Feature	Rejected	Normal	Non-64-pixel flats	danij	2019-11-29 19:22	0
1500	Doomsday Engine	Feature	New	Normal	Support for ZDoom ZIP-as-WAD feature		2018-11-05 10:16	0
1328	Doomsday Engine	Feature	Closed	Normal	Modify Default Grid and Textures on Sector Planes	danij	2012-08-27 15:38	100
1195	Doomsday Engine	Feature	Rejected	Normal	Enable keyboard during Demo Playback		2016-08-09 10:44	0
1194	Doomsday Engine	Feature	New	High	Viewing other players' cameras ("spy" command)		2019-11-29 16:14	0
1193	Doomsday Engine	Feature	Rejected	Normal	recorddemo needs clarification		2013-10-20 20:09	0
848	Doomsday Engine	Bug	Closed	Normal	[Doom] Donut Sector behaves differently in Vanilla/Chocolate	danij	2013-07-15 16:41	100
841	Doomsday Engine	Bug	Closed	Low	Music Slows, Stalls, then Crash		2012-08-28 07:03	100
840	Doomsday Engine	Bug	Closed	Normal	(Beta 6.8) Texture Y offset inconsistent		2012-08-27 15:34	100
838	Doomsday Engine	Bug	Closed	Normal	Use key Problem		2012-08-27 15:34	100
837	Doomsday Engine	Bug	Closed	Normal	[Controls menu] Able to delete Menu Select binding	skyjake	2012-08-27 15:34	100
823	Doomsday Engine	Bug	Closed	Normal	S1 lower Floor - nearest floor adjacent Sectors	danij	2012-08-27 15:34	100
822	Doomsday Engine	Bug	Closed	High	Monsters vision 2side linedefs		2012-08-27 15:34	100
813	Doomsday Engine	Bug	Closed	Normal	autoexec.cfg		2012-08-27 15:34	100
812	Doomsday Engine	Bug	Closed	Normal	-warp and -nomonsters	danij	2012-08-27 15:34	100
811	Doomsday Engine	Bug	Closed	Normal	New Resource Doesn't Load		2012-08-27 15:34	100
194	Doomsday Engine	Bug	Closed	Normal	Demo Playback "Choppy"		2012-08-27 15:23	100
159	Doomsday Engine	Bug	Closed	High	Ogg/Mp3 in PK3 Virtual Folder Structure Not Playing	skyjake	2012-08-27 15:22	100
126	Doomsday Engine	Bug	Closed	High	(1.7.12) Lots of Lag for Client(s)	skyjake	2012-08-27 15:21	100
105	Doomsday Engine	Bug	Closed	Normal	Net: Clipping / Door Issues & Instability	skyjake	2012-08-27 15:21	100
72	Doomsday Engine	Bug	Closed	Normal	Loading a savegame kicks all clients	skyjake	2012-08-27 15:21	100