

## Issues

| #    | Project         | Tracker | Status   | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 1371 | Doomsday Engine | Feature | Closed   | Normal   | Animation table enhancements                                      | danij    | 2012-08-28 06:44 | 100    |
| 1346 | Doomsday Engine | Feature | Rejected | Normal   | High-res textures built from patches                              |          | 2019-11-29 16:43 | 0      |
| 1263 | Doomsday Engine | Feature | Closed   | Normal   | Directory structure grouped by game                               |          | 2016-07-05 23:24 | 0      |
| 1253 | Doomsday Engine | Feature | Closed   | Normal   | Menus use fonts for unmodified games                              | skyjake  | 2012-08-28 06:44 | 100    |
| 1250 | Doomsday Engine | Feature | Rejected | Lowest   | Improved flying suggestions for Hexen/Heretic                     |          | 2019-11-29 15:20 | 0      |
| 1242 | Doomsday Engine | Feature | New      | High     | Player weapon particle muzzle flashes (for external viewers only) |          | 2019-11-29 16:19 | 0      |
| 390  | Doomsday Engine | Feature | New      | Low      | Alignpitch/yaw flags for model particles                          |          | 2019-11-29 23:09 | 0      |
| 389  | Doomsday Engine | Bug     | Closed   | Low      | particles & models/sprites not drawn correctly                    |          | 2012-08-27 15:27 | 100    |
| 115  | Doomsday Engine | Bug     | Closed   | Urgent   | Player anims broken on client                                     | skyjake  | 2012-08-27 15:21 | 100    |