

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
901	Doomsday Engine	Bug	Closed	Normal	[Ultimate Doom] Missing HUD/GUI fonts & textures	danij	2012-08-27 15:35	100
900	Doomsday Engine	Bug	Closed	Normal	deprecated png members in gl_png.c		2012-08-27 15:35	100
892	Doomsday Engine	Bug	Closed	Normal	[Win] sys_input.c includes MSVC header	danij	2012-08-27 15:35	100
870	Doomsday Engine	Bug	Closed	Normal	possible index-out-of-bounds? (dgl_texture.c)	danij	2012-08-27 15:35	100
864	Doomsday Engine	Bug	Closed	Normal	undefined VK_ keymaps in sys_console		2012-08-27 15:35	100
861	Doomsday Engine	Bug	Closed	Normal	Compile error in sys_window [win32]		2012-08-27 15:35	100
860	Doomsday Engine	Bug	Closed	Normal	[Hexen] All interlude/finale texts are (not found)		2012-08-27 15:35	100
859	Doomsday Engine	Bug	Closed	Normal	cmake cannot find source file [win32]	skyjake	2012-08-27 15:35	100
858	Doomsday Engine	Bug	Closed	Normal	CmakeLists.txt issues (minor)	skyjake	2012-08-27 15:35	100
855	Doomsday Engine	Bug	Closed	Normal	[Hexen] P_UnarchiveThinkers: Unknown tClass 107		2012-08-27 15:34	100
854	Doomsday Engine	Bug	Closed	Normal	[multiple games] crash if loading game from title screen		2012-08-27 15:34	100
852	Doomsday Engine	Bug	Closed	Normal	[Hexen] Firing wand down large z-depth causes segfault	danij	2012-08-27 15:34	100
850	Doomsday Engine	Bug	Closed	Normal	Crash when loading saved game	danij	2012-08-27 15:34	100
847	Doomsday Engine	Bug	Closed	Normal	[Heretic] Unbouncy firemace [bug relapse?]		2012-08-27 15:34	100
846	Doomsday Engine	Bug	Closed	Normal	[Heretic] Some projectiles curve over water		2012-08-27 15:34	100
845	Doomsday Engine	Bug	Closed	Normal	[Heretic] Secret levels fail to load	danij	2012-08-27 15:34	100
842	Doomsday Engine	Bug	Closed	Normal	Segmentation Violation Ultimate Doom E2M3	danij	2012-08-27 15:34	100