

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2453	Doomsday Engine	Feature	New	Normal	head bobbing model.weapon.* simple scale factor	Deng Team	2021-03-15 02:17	0
2431	Doomsday Engine	Bug	Resolved	Normal	Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only	skyjake	2021-07-31 09:51	100
2412	Doomsday Engine	Bug	Closed	Normal	doomsday package won't install on ubuntu ("libassimp" not found)	skyjake	2020-12-08 11:29	100
2343	Doomsday Engine	Bug	Closed	Normal	Player weapon opacity doesn't affect psprite 3D models	skyjake	2019-12-17 11:18	100
2208	Doomsday Engine	Feature	Closed	Normal	cubemap screenshot function/console command	skyjake	2017-03-20 09:37	100
2166	Doomsday Engine	Bug	Closed	High	Chat doesn't work when pressing "t" in unstable builds 2.0.0.2025	skyjake	2017-02-25 12:02	100
2148	Doomsday Engine	Bug	Closed	Normal	Doomsday does not pick up .deb installed iwads	skyjake	2016-01-25 13:18	100
1988	Doomsday Engine	Bug	New	Normal	[MP] When spawning on a weapon, weapon fires at speed of pistol		2018-07-29 16:53	0
1908	Doomsday Engine	Bug	Closed	Lowest	fail to compile, -Wwrite-strings is deprecated (revision 0c8bf0d..a7d4169)	skyjake	2015-06-08 10:47	100
1904	Doomsday Engine	Bug	Closed	Normal	fail to compile, XKeycodeToKeysym is deprecated (revision 83a88718)	skyjake	2015-06-08 10:47	100
1888	Doomsday Engine	Bug	Rejected	Normal	doomsday 1393 segfault ubuntu 14.10 radeon drivers		2015-02-02 11:52	0
1854	Doomsday Engine	Bug	Closed	Normal	libsdl2 14.04	skyjake	2015-06-08 10:47	0
1799	Doomsday Engine	Bug	Closed	Normal	Project ERROR: Missing dependency: Open Asset Import Library		2014-05-10 09:59	0
1778	Doomsday Engine	Bug	Closed	Normal	Error when running doomsday-host	skyjake	2014-04-24 12:02	100
1682	Doomsday Engine	Feature	Closed	Normal	[UI] Button click behavior outside an open popup	skyjake	2013-12-17 13:47	100
1681	Doomsday Engine	Bug	Closed	Normal	Garbled screen build 1080		2015-03-07 03:26	0
1518	Doomsday Engine	Feature	Closed	Normal	Save screenshots as png or jpeg		2013-04-03 16:01	100
1483	Doomsday Engine	Feature	Closed	Normal	Shine maps and mask (greyscale or palleted)		2019-11-29 18:48	0
1482	Doomsday Engine	Feature	Closed	Low	Indication of scrolling menus		2019-11-29 15:37	0
1430	Doomsday Engine	Feature	New	Normal	Particle generator decorations (e.g., particles from a wall)		2019-11-29 18:40	0
849	Doomsday Engine	Bug	Closed	Normal	Sound effects lower pitch and longer at higher frequencies	skyjake	2018-12-06 12:14	100
817	Doomsday Engine	Bug	Closed	Normal	hexen crashes after choosing character	skyjake	2012-08-27 15:34	100
815	Doomsday Engine	Bug	Closed	Normal	deng grabs mouse in linux (maybe mac?)	skyjake	2012-08-27 15:34	100
750	Doomsday Engine	Bug	Closed	High	sdl_mixer + external sound files getting cut short	danij	2012-08-27 15:34	100
691	Doomsday Engine	Bug	Closed	Urgent	on screen text error	skyjake	2012-08-27 15:33	100
643	Doomsday Engine	Bug	Closed	Normal	wad midspace texture name does not work?	danij	2012-08-27 15:32	100
603	Doomsday Engine	Bug	Closed	Low	snowberry version column problem		2012-08-27 15:31	100
591	Doomsday Engine	Bug	Closed	Normal	linux build error def_red.c line 1016	danij	2012-08-27 15:31	100
549	Doomsday Engine	Bug	Closed	High	Sound causes Deng to freeze on linux	danij	2012-08-27 15:31	100
545	Doomsday Engine	Bug	Closed	Normal	Skymodels coords are wrong		2012-08-27 15:31	100
533	Doomsday Engine	Bug	Closed	Normal	Deng often crashes on startup	danij	2012-08-27 15:31	100

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525	Doomsday Engine	Bug	Closed	Normal	Cmakelists.txt lines 801-804 need to be removed or commented		2012-08-27 15:31	100