

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1734	Doomsday Engine	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
2292	Doomsday Engine	Feature	New	Normal	Indication of an options default setting		2019-11-29 22:21	0
1998	Doomsday Engine	Feature	New	Normal	Emulate original game menus (other settings moved to taskbar UI)		2017-04-03 18:43	0
1958	Doomsday Engine	Bug	New	Normal	Help infine clash with already playing infine		2017-04-03 14:01	0
1925	Doomsday Engine	Bug	New	Normal	[Doom] Values def can't change nightmare skill level option		2017-04-03 14:04	0
1763	Doomsday Engine	Feature	New	Normal	Autosaving		2019-11-29 20:19	0
1649	Doomsday Engine	Feature	New	Low	Option to disable HUD/menu font upscaling		2019-11-29 20:26	0
1568	Doomsday Engine	Feature	New	Normal	[Automap] Option for hiding non-blocking lines		2019-11-29 18:32	0
1563	Doomsday Engine	Feature	New	Normal	Weapon text defs affect the Controls menu		2019-11-29 19:15	0
1091	Doomsday Engine	Bug	New	Low	No sound effect played when pressing F7 or F8		2017-04-03 14:44	0
1089	Doomsday Engine	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
778	Doomsday Engine	Bug	Progressed	Urgent	Gamepad usability issues		2020-05-10 11:09	0
613	Doomsday Engine	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InFineWidget)	Deng Team	2019-11-29 12:31	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
2393	Doomsday Engine	Feature	New	Normal	Map selection UI for Master Levels for Doom II (Episode with additional packages)	skyjake	2020-12-08 08:27	0
2328	Doomsday Engine	Bug	New	Low	Not all official releases of IWADs are recognized (e.g., older than v1.9)	skyjake	2020-12-08 08:26	0
1976	Doomsday Engine	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2019-11-29 21:56	0