

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1316	Doomsday Engine	Feature	New	Normal	HHE support		2019-11-29 16:39	0
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
1718	Doomsday Engine	Bug	New	Low	Inventory item display/selection issues		2017-04-03 14:35	0
388	Doomsday Engine	Bug	New	Low	Missile speeds (steep vertical angles)		2017-04-03 15:07	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
1459	Doomsday Engine	Feature	New	Normal	Replacement of MT_POD unique behavior with flag		2019-11-29 18:49	0
1532	Doomsday Engine	Feature	New	Low	[Doom Heretic] Secret found message text		2019-11-29 15:44	0
2000	Doomsday Engine	Bug	New	Normal	[Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes)		2017-04-03 18:33	0
1968	Doomsday Engine	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
1032	Doomsday Engine	Bug	New	Normal	[Heretic] Badguy auto/raise lower to camera		2017-04-03 14:46	0
671	Doomsday Engine	Bug	New	Normal	[Heretic] Enemy missile spreads have incorrect vertical aim		2017-04-03 14:57	0
1894	Doomsday Engine	Bug	New	Normal	[Heretic] Map that relies on original footclipping		2017-04-03 18:33	0
665	Doomsday Engine	Bug	New	Low	[Heretic] Some missiles should not splash		2017-04-03 14:57	0
1744	Doomsday Engine	Bug	New	Normal	[Heretic] Waterfall sounds switch from left to right (centered in vanilla)		2017-04-03 18:33	0
2096	Doomsday Engine	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2107	Doomsday Engine	Bug	New	Normal	[Heretic] [Hexen] Line attacks produce no sound on impact		2020-01-04 11:15	0
1516	Doomsday Engine	Feature	New	Normal	[Heretic Hexen] Add Doom-like option for fast monsters		2018-10-27 15:56	0
511	Doomsday Engine	Bug	New	Normal	[Heretic Hexen] Torch fix not applied (low ceiling)		2017-04-03 14:56	0
613	Doomsday Engine	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
1967	Doomsday Engine	Bug	New	Normal	[Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled		2018-07-29 16:53	0
2385	Doomsday Engine	Bug	New	Normal	[Heretic] Deactivating a one-time teleport	Deng Team	2020-01-01 21:52	0
2387	Doomsday Engine	Feature	New	Normal	[Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option)	Deng Team	2020-01-01 21:53	0
2388	Doomsday Engine	Bug	New	Normal	[Heretic] Stuck monsters can close the "open stay" door	Deng Team	2020-01-01 21:52	0