

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2085	Doomsday Engine	Bug	Progressed	Normal	[Dehacked] Sprite name table patches not supported (Crashes)		2019-11-29 23:06	0
1316	Doomsday Engine	Feature	New	Normal	HHE support		2019-11-29 16:39	0
1579	Doomsday Engine	Feature	New	Low	Dehacked 2.0 support		2019-11-29 12:31	0
1593	Doomsday Engine	Bug	New	Low	[Doom] Excess state in rocket explosion		2017-04-03 14:40	0
2354	Doomsday Engine	Bug	In Progress	Normal	Compatibility with TNT: Revilution (MAP30)	skyjake	2019-12-18 21:41	50