Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2117	Doomsday Engine	Bug	New	Normal	[HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)		2017-04-03 18:33	0
2097	Doomsday Engine	Bug	New	Normal	[Doom] Lost Soul boucing accuracy in Ultimate Doom		2017-04-03 18:33	0
2090	Doomsday Engine	Bug	New	Normal	Missile with no death state error		2017-04-03 13:42	0
2007	Doomsday Engine	Bug	New	Normal	[Hexen] Mana given when collecting already-owned, fourth-weapon pieces		2018-10-27 15:53	0
1894	Doomsday Engine	Bug	New	Normal	[Heretic] Map that relies on original footclipping		2017-04-03 18:33	0
1767	Doomsday Engine	Feature	New	High	Network delta profiler		2019-11-29 12:33	0
1764	Doomsday Engine	Feature	New	Normal	DMU 2.0: Generate network deltas		2019-11-29 20:19	0
1661	Doomsday Engine	Bug	New	Normal	[Deathkings] Bad behavior of object in lift (mobj hitbox overlap)		2019-11-29 22:58	0
1660	Doomsday Engine	Bug	New	Normal	Player start near wall leads to misplaced player		2017-04-03 14:40	0
1644	Doomsday Engine	Bug	New	Lowest	[HeXen beta demo] Should have Heretic crush behaviour		2017-04-03 18:34	0
1129	Doomsday Engine	Bug	New	Normal	Various mobj Z movement clipping bugs		2019-11-29 22:58	0
1076	Doomsday Engine	Bug	New	Normal	[Doom] 3d movement option broken		2019-11-29 22:58	0
1015	Doomsday Engine	Bug	New	High	Player getting stuck on certain walls?		2017-04-03 18:34	0
997	Doomsday Engine	Bug	New	Normal	[Hexen] Player gets stuck in turning polyobjs		2019-11-29 22:58	0
972	Doomsday Engine	Bug	New	Normal	[Doom] Lost Souls infinite Z height		2017-04-03 14:55	0
968	Doomsday Engine	Bug	New	Normal	[Doom] Mancubus attacks and high Z height differences		2017-04-03 18:34	0
963	Doomsday Engine	Bug	New	Normal	"spawnmobj" baddies auto wake up in area the player has shot		2017-04-03 15:01	0
959	Doomsday Engine	Bug	New	Normal	[Doom] Crushed bad guys and tag666		2017-04-03 18:34	0
919	Doomsday Engine	Bug	New	Normal	[Doom] Blast damage algorithm		2017-04-03 18:34	0
787	Doomsday Engine	Bug	New	Normal	[Co-op] Voodoo dolls not supported		2017-04-03 18:34	0
671	Doomsday Engine	Bug	New	Normal	[Heretic] Enemy missile spreads have incorrect vertical aim		2017-04-03 14:57	0
669	Doomsday Engine	Bug	New	Low	0 tic state issues		2017-04-03 14:57	0
665	Doomsday Engine	Bug	New	Low	[Heretic] Some missiles should not splash		2017-04-03 14:57	0
438	Doomsday Engine	Feature	New	Low	Accurately hit testing fast projectiles (compatibility option)		2019-11-29 15:24	0
2388	Doomsday Engine	Bug	New	Normal	[Heretic] Stuck monsters can close the "open stay" door	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
2385	Doomsday Engine	Bug	New	Normal	[Heretic] Deactivating a one-time teleport	Deng Team	2020-01-01 21:52	0
2235	Doomsday Engine	Bug	New	Normal	Afrits sometimes become invisible when frozen	skyjake	2019-12-01 22:27	0
2068	Doomsday Engine	Bug	New	Urgent	[HeXen] Badguys not retaining alerted status upon return to a map	skyjake	2019-11-30 08:25	0
1993	Doomsday Engine	Bug	Feedback	High	Switching maps while XG lines are active causes seg fault	vermil	2017-04-03 13:55	0
1821	Doomsday Engine	Bug	Progressed	High	[Hexen] Monsters do not always awaken (Seven Portals and elsewhere)	skyjake	2019-11-30 08:25	10

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921	Doomsday Engine	Bug	Progressed	High	Blockmap-defined Linedef crossing order		2019-11-29 23:06	30