## Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2404 | Doomsday Engine | Bug | New | Normal | REKKR compatibility issues | skyjake | 2020-01-22 06:33 | 0 |
| 2295 | Doomsday Engine | Feature | New | Normal | Support XBOX version of Doom | | 2018-11-18 07:45 | 0 |
| 2258 | Doomsday Engine | Bug | New | Normal | [Doom] Falling through 3D bridges | | 2019-11-29 23:20 | 0 |
| 2109 | Doomsday Engine | Bug | New | High | [Doom] "Doomsday of UAC" invisible stairs not climable | | 2019-11-29 23:22 | 0 |
| 2104 | Doomsday Engine | Bug | New | High | [Doom] Boss Brain generators incorrect position | | 2017-04-03 13:36 | 0 |
| 2097 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Soul boucing accuracy in Ultimate Doom | | 2017-04-03 18:33 | 0 |
| 2048 | Doomsday Engine | Bug | New | High | Particle effects obscure map objects | | 2017-04-03 13:46 | 0 |
| 2013 | Doomsday Engine | Bug | New | Normal | [Doom] Pain Elemental Vanilla/Boom compatibility option | | 2017-04-03 18:33 | 0 |
| 2012 | Doomsday Engine | Bug | New | Normal | [Doom] Boom bug in Memento Mori II | | 2017-04-03 13:50 | 0 |
| 1989 | Doomsday Engine | Bug | New | Urgent | Client assert fail (possible crash) if joining game during intermission | skyjake | 2018-07-29 16:53 | 0 |
| 1988 | Doomsday Engine | Bug | New | Normal | [MP] When spawning on a weapon, weapon fires at speed of pistol | | 2018-07-29 16:53 | 0 |
| 1952 | Doomsday Engine | Bug | Progressed | Normal | Eternal Doom MAP26 malformed map hack causing memory release error | | 2019-11-29 23:06 | 0 |
| 1928 | Doomsday Engine | Bug | New | Normal | GameSession: ThingArchive::serialIdFor: Thing archive exhausted! | | 2017-04-03 14:04 | 0 |
| 1921 | Doomsday Engine | Bug | New | Normal | [Doom] No screen wipe from map to post map InFine | | 2017-04-03 18:32 | 0 |
| 1735 | Doomsday Engine | Bug | New | Low | Doom2 PWAD save games use level name from IWAD | | 2019-11-29 22:59 | 0 |
| 1701 | Doomsday Engine | Bug | New | Normal | [Doom] Map08/ExM8 sound emulation | | 2017-04-03 18:33 | 0 |
| 1694 | Doomsday Engine | Feature | New | Low | [Doom] Invulnerability animation: full bright sync, apply tic rate | | 2017-04-03 18:56 | 0 |
| 1648 | Doomsday Engine | Feature | Progressed | Urgent | Complete vanilla DOOM emulation | | 2019-12-31 11:10 | 0 |
| 1631 | Doomsday Engine | Bug | New | Low | Doom 2 finale: animation speeds for the Cast | | 2017-04-03 14:41 | 0 |
| 1602 | Doomsday Engine | Feature | New | Normal | Improvements for map title in automap | | 2019-11-29 18:27 | 0 |
| 1593 | Doomsday Engine | Bug | New | Low | [Doom] Excess state in rocket explosion | | 2017-04-03 14:40 | 0 |
| 1579 | Doomsday Engine | Feature | New | Low | Dehacked 2.0 support | | 2019-11-29 12:31 | 0 |
| 1559 | Doomsday Engine | Feature | New | Low | State and sprite without a mobj (SMT2A0/STLAG) | | 2019-11-29 19:14 | 0 |
| 1552 | Doomsday Engine | Feature | New | Normal | Tag 667 Compatibility Option | skyjake | 2018-10-27 15:53 | 0 |
| 1532 | Doomsday Engine | Feature | New | Low | [Doom\|Heretic] Secret found message text | | 2019-11-29 15:44 | 0 |
| 1440 | Doomsday Engine | Feature | New | Normal | Vanilla Doom collision-checking mode | | 2017-04-03 18:39 | 0 |
| 1416 | Doomsday Engine | Feature | New | Urgent | [Doom] Invisible "fuzz" effect | | 2017-04-03 18:43 | 0 |
| 975 | Doomsday Engine | Bug | New | Normal | [Doom] Armour Helmets full bright | | 2017-04-03 18:32 | 0 |
| 972 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Souls infinite Z height | | 2017-04-03 14:55 | 0 |
| 970 | Doomsday Engine | Bug | New | Low | [Doom] Evil Eye height issue | | 2017-04-03 15:01 | 0 |
| 968 | Doomsday Engine | Bug | New | Normal | [Doom] Mancubus attacks and high Z height differences | | 2017-04-03 18:34 | 0 |

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|---|---|---|---|---|---|---|---|---|
| 959 | Doomsday Engine | Bug | New | Normal | [Doom] Crushed bad guys and tag666 | | 2017-04-03 18:34 | 0 |
| 925 | Doomsday Engine | Bug | New | Normal | [Doom] Map32: Secret exit quirk not replicated | | 2017-04-03 18:34 | 0 |
| 919 | Doomsday Engine | Bug | New | Normal | [Doom] Blast damage algorithm | | 2017-04-03 18:34 | 0 |
| 613 | Doomsday Engine | Bug | New | Low | [InFine] Inadvertent background animation | | 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 |
| 287 | Doomsday Engine | Bug | Progressed | Low | Changes to BLOOD states ignored | | 2019-11-29 23:04 | 0 |
| 966 | Doomsday Engine | Bug | Progressed | Normal | [Doom] Use of CWILV graphics on automap | | 2017-04-03 14:56 | 50 |
| 251 | Doomsday Engine | Bug | Progressed | High | [Doom] Nightmare monsters sometimes not fast | | 2019-11-29 22:58 | 50 |