

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2391	Doomsday Engine	Feature	New	Normal	[SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback	Deng Team	2020-01-03 05:00	0
2390	Doomsday Engine	Feature	New	Normal	[FMOD] Ogg Vorbis custom loop point tags	skyjake	2020-12-08 08:27	0
2304	Doomsday Engine	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2019-12-31 11:05	0
2301	Doomsday Engine	Bug	New	Normal	Restart playing MIDI music using new soundfont after changing soundfont in Settings		2019-12-01 21:47	0
2056	Doomsday Engine	Bug	New	Normal	Moving platforms sound origin incorrect		2019-11-29 23:01	0
1979	Doomsday Engine	Feature	Feedback	Normal	Additional sound formats		2019-11-29 21:15	0
1816	Doomsday Engine	Bug	New	Normal	First sound played at map start up erroneously doesn't play		2017-04-03 14:17	0
1744	Doomsday Engine	Bug	New	Normal	[Heretic] Waterfall sounds switch from left to right (centered in vanilla)		2017-04-03 18:33	0
1373	Doomsday Engine	Feature	New	Normal	Improved ambient sounds		2019-11-29 16:45	0
1266	Doomsday Engine	Feature	New	High	Sound decorations		2019-11-29 16:21	0
566	Doomsday Engine	Bug	Progressed	Low	[Resampler] Low quality sound samples play distorted		2017-04-03 14:57	0
1734	Doomsday Engine	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
2015	Doomsday Engine	Feature	Progressed	Normal	Remove server-side audio system		2019-11-29 23:06	50
2431	Doomsday Engine	Bug	Resolved	Normal	Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only	skyjake	2021-07-31 09:51	100