

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2068 | Doomsday Engine | Bug | New | Urgent | [HeXen] Badguys not retaining alerted status upon return to a map | skyjake | 2019-11-30 08:25 | 0 |
| 1735 | Doomsday Engine | Bug | New | Low | Doom2 PWAD save games use level name from IWAD | | 2019-11-29 22:59 | 0 |
| 2323 | Doomsday Engine | Bug | New | Normal | Saved games are deleted after opening game | | 2019-11-29 22:26 | 0 |
| 1928 | Doomsday Engine | Bug | New | Normal | GameSession: ThingArchive::serialIdFor: Thing archive exhausted! | | 2017-04-03 14:04 | 0 |
| 1668 | Doomsday Engine | Feature | New | Normal | Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range | | 2020-12-08 08:27 | 0 |
| 1976 | Doomsday Engine | Feature | New | Normal | Replace old Save/Load menu with new UI widgets | skyjake | 2019-11-29 21:56 | 0 |
| 1480 | Doomsday Engine | Feature | New | Normal | Include screenshot in savegames | | 2019-11-29 21:28 | 0 |
| 1864 | Doomsday Engine | Feature | New | Normal | Remember material, particle and decoration animation states in saved games | | 2019-11-29 21:06 | 0 |
| 1765 | Doomsday Engine | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2019-11-29 20:20 | 0 |
| 1763 | Doomsday Engine | Feature | New | Normal | Autosaving | | 2019-11-29 20:19 | 0 |
| 1460 | Doomsday Engine | Feature | New | Normal | Remember the playing music in save game | | 2017-04-03 18:49 | 0 |
| 1203 | Doomsday Engine | Feature | Progressed | High | Additional save slots — revised save management | skyjake | 2019-11-29 16:18 | 30 |
| 251 | Doomsday Engine | Bug | Progressed | High | [Doom] Nightmare monsters sometimes not fast | | 2019-11-29 22:58 | 50 |