

## Issues

| #    | Project         | Tracker | Status | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 2104 | Doomsday Engine | Bug     | New    | High     | [Doom] Boss Brain generators incorrect position                         |          | 2017-04-03 13:36 | 0      |
| 2048 | Doomsday Engine | Bug     | New    | High     | Particle effects obscure map objects                                    |          | 2017-04-03 13:46 | 0      |
| 2012 | Doomsday Engine | Bug     | New    | Normal   | [Doom] Boom bug in Memento Mori II                                      |          | 2017-04-03 13:50 | 0      |
| 1928 | Doomsday Engine | Bug     | New    | Normal   | GameSession: ThingArchive::serialIdFor: Thing archive exhausted!        |          | 2017-04-03 14:04 | 0      |
| 1593 | Doomsday Engine | Bug     | New    | Low      | [Doom] Excess state in rocket explosion                                 |          | 2017-04-03 14:40 | 0      |
| 1631 | Doomsday Engine | Bug     | New    | Low      | Doom 2 finale: animation speeds for the Cast                            |          | 2017-04-03 14:41 | 0      |
| 972  | Doomsday Engine | Bug     | New    | Normal   | [Doom] Lost Souls infinite Z height                                     |          | 2017-04-03 14:55 | 0      |
| 613  | Doomsday Engine | Bug     | New    | Low      | [InFine] Inadvertent background animation                               |          | 2017-04-03 14:57 | 0      |
| 970  | Doomsday Engine | Bug     | New    | Low      | [Doom] Evil Eye height issue  |          | 2017-04-03 15:01 | 0      |
| 975  | Doomsday Engine | Bug     | New    | Normal   | [Doom] Armour Helmets full bright                                       |          | 2017-04-03 18:32 | 0      |
| 1921 | Doomsday Engine | Bug     | New    | Normal   | [Doom] No screen wipe from map to post map InFine                       |          | 2017-04-03 18:32 | 0      |
| 1701 | Doomsday Engine | Bug     | New    | Normal   | [Doom] Map08/ExM8 sound emulation                                       |          | 2017-04-03 18:33 | 0      |
| 2097 | Doomsday Engine | Bug     | New    | Normal   | [Doom] Lost Soul bouncing accuracy in Ultimate Doom                     |          | 2017-04-03 18:33 | 0      |
| 2013 | Doomsday Engine | Bug     | New    | Normal   | [Doom] Pain Elemental Vanilla/Boom compatibility option                 |          | 2017-04-03 18:33 | 0      |
| 968  | Doomsday Engine | Bug     | New    | Normal   | [Doom] Mancubus attacks and high Z height differences                   |          | 2017-04-03 18:34 | 0      |
| 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      |
| 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      |
| 1694 | Doomsday Engine | Feature | New    | Low      | [Doom] Invulnerability animation: full bright sync, apply tic rate      |          | 2017-04-03 18:56 | 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      |
| 1552 | Doomsday Engine | Feature | New    | Normal   | Tag 667 Compatibility Option  | skyjake  | 2018-10-27 15:53 | 0      |
| 2295 | Doomsday Engine | Feature | New    | Normal   | Support XBOX version of Doom  |          | 2018-11-18 07:45 | 0      |
| 1579 | Doomsday Engine | Feature | New    | Low      | Dehacked 2.0 support  |          | 2019-11-29 12:31 | 0      |
| 438  | Doomsday Engine | Feature | New    | Low      | Accurately hit testing fast projectiles (compatibility option)          |          | 2019-11-29 15:24 | 0      |
| 1532 | Doomsday Engine | Feature | New    | Low      | [Doom Heretic] Secret found message text                                |          | 2019-11-29 15:44 | 0      |
| 1602 | Doomsday Engine | Feature | New    | Normal   | Improvements for map title in automap                                   |          | 2019-11-29 18:27 | 0      |
| 1559 | Doomsday Engine | Feature | New    | Low      | State and sprite without a mobj (SMT2A0/STLAG)                          |          | 2019-11-29 19:14 | 0      |
| 1735 | Doomsday Engine | Bug     | New    | Low      | Doom2 PWAD save games use level name from IWAD                          |          | 2019-11-29 22:59 | 0      |

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| 287  | Doomsday Engine | Bug     | Progressed | Low      | Changes to BLOOD states ignored                                    |          | 2019-11-29 23:04 | 0      |
| 1952 | Doomsday Engine | Bug     | Progressed | Normal   | Eternal Doom MAP26 malformed map hack causing memory release error |          | 2019-11-29 23:06 | 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      |
| 1648 | Doomsday Engine | Feature | Progressed | Urgent   | Complete vanilla DOOM emulation                                    |          | 2019-12-31 11:10 | 0      |
| 2404 | Doomsday Engine | Bug     | New        | Normal   | REKKR compatibility issues   | skyjake  | 2020-01-22 06:33 | 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     |