

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2262	Doomsday Engine	Bug	New	Normal	[Hexen] Quest switches in Griffin Chapel aren't working	skyjake	2020-04-03 00:22	0
2107	Doomsday Engine	Bug	New	Normal	[Heretic] [Hexen] Line attacks produce no sound on impact		2020-01-04 11:15	0
2377	Doomsday Engine	Feature	New	Lowest	[Hexen] Option for monster respawn rate	Deng Team	2019-12-24 06:35	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
1661	Doomsday Engine	Bug	New	Normal	[Deathkings] Bad behavior of object in lift (mobj hitbox overlap)		2019-11-29 22:58	0
1569	Doomsday Engine	Feature	New	Lowest	[Hexen] Demo version cheat codes and "Beta" message		2019-11-29 19:16	0
1554	Doomsday Engine	Feature	New	Normal	[Hexen] Remove fixed MAX_TID_COUNT limit		2019-11-29 19:11	0
1488	Doomsday Engine	Feature	New	Normal	Extended Hexen fullscreen HUD		2019-11-29 18:49	0
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
2281	Doomsday Engine	Feature	New	Normal	Apply Values in Hexen	skyjake	2019-11-29 12:31	0
2236	Doomsday Engine	Bug	New	Normal	Hitscan issues	skyjake	2018-10-27 16:09	0
1516	Doomsday Engine	Feature	New	Normal	[Heretic Hexen] Add Doom-like option for fast monsters		2018-10-27 15:56	0
2007	Doomsday Engine	Bug	New	Normal	[Hexen] Mana given when collecting already-owned, fourth-weapon pieces		2018-10-27 15:53	0
2054	Doomsday Engine	Bug	New	Low	[MP] No weapon pickup notification in Hexen		2018-07-29 16:53	0
2064	Doomsday Engine	Bug	New	Urgent	Bugs in HeXen Multiplayer		2018-07-29 16:53	0
2152	Doomsday Engine	Bug	New	Urgent	[Hexen] Afrits become stuck/invincible in multiplayer		2018-07-29 16:53	0
1967	Doomsday Engine	Bug	New	Normal	[Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled		2018-07-29 16:53	0
2053	Doomsday Engine	Feature	New	Normal	[HeXen DK] Automatically handle version 1.0 lack of SNDINFO		2017-04-03 18:46	0
1644	Doomsday Engine	Bug	New	Lowest	[HeXen beta demo] Should have Heretic crush behaviour		2017-04-03 18:34	0
2118	Doomsday Engine	Bug	New	Normal	[HeXen] Possible mishandling of sector effect 200 (sky textures)		2017-04-03 18:34	0
909	Doomsday Engine	Bug	New	Normal	[Hexen] Tiny difference in Ettin behaviour		2017-04-03 18:34	0
2117	Doomsday Engine	Bug	New	Normal	[HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)		2017-04-03 18:33	0
2000	Doomsday Engine	Bug	New	Normal	[Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes)		2017-04-03 18:33	0
915	Doomsday Engine	Bug	New	Low	[Hexen] Wraithverge Ghosts incorrectly full bright		2017-04-03 18:32	0
388	Doomsday Engine	Bug	New	Low	Missile speeds (steep vertical angles)		2017-04-03 15:07	0
753	Doomsday Engine	Bug	New	Lowest	[Hexen] Invincible Afrits		2017-04-03 14:58	0
637	Doomsday Engine	Bug	New	High	[Hexen] Class change in-game causes instability, issues		2017-04-03 14:57	0
511	Doomsday Engine	Bug	New	Normal	[Heretic Hexen] Torch fix not applied (low ceiling)		2017-04-03 14:56	0
1130	Doomsday Engine	Bug	New	Low	Mana bars on the statusbar ignore opacity		2017-04-03 14:41	0
1718	Doomsday Engine	Bug	New	Low	Inventory item display/selection issues		2017-04-03 14:35	0

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1819	Doomsday Engine	Bug	New	Normal	Mobj Particles won't start.		2017-04-03 14:16	0
1968	Doomsday Engine	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2091	Doomsday Engine	Bug	New	Normal	State Particles won't start for Afrit in some cases (Hexen)	Deng Team	2017-04-03 13:40	0
2096	Doomsday Engine	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2156	Doomsday Engine	Feature	New	Normal	[HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)		2017-04-03 13:30	0
1064	Doomsday Engine	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
2093	Doomsday Engine	Feature	New	Normal	Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode	Deng Team	2016-03-27 08:20	0
1821	Doomsday Engine	Bug	Progressed	High	[Hexen] Monsters do not always awaken (Seven Portals and elsewhere)	skyjake	2019-11-30 08:25	10
1252	Doomsday Engine	Feature	Progressed	High	Integrate Hexen features into libcommon		2019-11-29 21:24	40