

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|-------------|----------|--|----------|------------------|--------|
| 2085 | Doomsday Engine | Bug     | Progressed  | Normal   | [Dehacked] Sprite name table patches not supported (Crashes) |          | 2019-11-29 23:06 | 0      |
| 1316 | Doomsday Engine | Feature | New         | Normal   | HHE support  |          | 2019-11-29 16:39 | 0      |
| 1579 | Doomsday Engine | Feature | New         | Low      | Dehacked 2.0 support   |          | 2019-11-29 12:31 | 0      |
| 1593 | Doomsday Engine | Bug     | New         | Low      | [Doom] Excess state in rocket explosion                      |          | 2017-04-03 14:40 | 0      |
| 2354 | Doomsday Engine | Bug     | In Progress | Normal   | Compatibility with TNT: Revilution (MAP30)                   | skyjake  | 2019-12-18 21:41 | 50     |