

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1573	Doomsday Engine	Feature	New	Normal	Setting for number of samples used for antialiasing		2019-11-29 21:31	0
1649	Doomsday Engine	Feature	New	Low	Option to disable HUD/menu font upscaling		2019-11-29 20:26	0
1416	Doomsday Engine	Feature	New	Urgent	[Doom] Invisible "fuzz" effect		2017-04-03 18:43	0
1104	Doomsday Engine	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
10	Doomsday Engine	Bug	New	Normal	[InFine] Line spacing for text		2017-04-03 14:41	0
1125	Doomsday Engine	Bug	New	Low	Handling missing OpenGL support during launch		2017-04-03 14:41	0
2096	Doomsday Engine	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2192	Doomsday Engine	Feature	New	Low	Procedural images generated based on a text file (.deimage)	skyjake	2017-03-04 09:25	0