

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1734 | Doomsday Engine | Bug | Progressed | Low | Games' Help InFine scripts have no sounds | | 2017-04-03 18:33 | 10 |
| 2292 | Doomsday Engine | Feature | New | Normal | Indication of an options default setting | | 2019-11-29 22:21 | 0 |
| 1998 | Doomsday Engine | Feature | New | Normal | Emulate original game menus (other settings moved to taskbar UI) | | 2017-04-03 18:43 | 0 |
| 1958 | Doomsday Engine | Bug | New | Normal | Help infine clash with already playing infine | | 2017-04-03 14:01 | 0 |
| 1925 | Doomsday Engine | Bug | New | Normal | [Doom] Values def can't change nightmare skill level option | | 2017-04-03 14:04 | 0 |
| 1763 | Doomsday Engine | Feature | New | Normal | Autosaving | | 2019-11-29 20:19 | 0 |
| 1649 | Doomsday Engine | Feature | New | Low | Option to disable HUD/menu font upscaling | | 2019-11-29 20:26 | 0 |
| 1568 | Doomsday Engine | Feature | New | Normal | [Automap] Option for hiding non-blocking lines | | 2019-11-29 18:32 | 0 |
| 1563 | Doomsday Engine | Feature | New | Normal | Weapon text defs affect the Controls menu | | 2019-11-29 19:15 | 0 |
| 1091 | Doomsday Engine | Bug | New | Low | No sound effect played when pressing F7 or F8 | | 2017-04-03 14:44 | 0 |
| 1089 | Doomsday Engine | Bug | Progressed | High | [MP] Client cannot dismiss "Help/Info" finale | | 2018-07-29 16:46 | 0 |
| 778 | Doomsday Engine | Bug | Progressed | Urgent | Gamepad usability issues | | 2020-05-10 11:09 | 0 |
| 613 | Doomsday Engine | Bug | New | Low | [InFine] Inadvertent background animation | | 2017-04-03 14:57 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InfineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 2393 | Doomsday Engine | Feature | New | Normal | Map selection UI for Master Levels for Doom II (Episode with additional packages) | skyjake | 2020-12-08 08:27 | 0 |
| 2328 | Doomsday Engine | Bug | New | Low | Not all official releases of IWADs are recognized (e.g., older than v1.9) | skyjake | 2020-12-08 08:26 | 0 |
| 1976 | Doomsday Engine | Feature | New | Normal | Replace old Save/Load menu with new UI widgets | skyjake | 2019-11-29 21:56 | 0 |