

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|---|-----------|------------------|--------|
| 2431 | Doomsday Engine | Bug | Resolved | Normal | Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only | skyjake | 2021-07-31 09:51 | 100 |
| 2391 | Doomsday Engine | Feature | New | Normal | [SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback | Deng Team | 2020-01-03 05:00 | 0 |
| 2390 | Doomsday Engine | Feature | New | Normal | [FMOD] Ogg Vorbis custom loop point tags | skyjake | 2020-12-08 08:27 | 0 |
| 2304 | Doomsday Engine | Feature | New | Normal | OGG/FLAC custom loop tags | skyjake | 2019-12-31 11:05 | 0 |
| 2301 | Doomsday Engine | Bug | New | Normal | Restart playing MIDI music using new soundfont after changing soundfont in Settings | | 2019-12-01 21:47 | 0 |
| 2053 | Doomsday Engine | Feature | New | Normal | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO | | 2017-04-03 18:46 | 0 |
| 1817 | Doomsday Engine | Bug | Feedback | Normal | Premap infine and preplaying music oversight | vermil | 2017-04-03 14:17 | 0 |
| 1460 | Doomsday Engine | Feature | New | Normal | Remember the playing music in save game | | 2017-04-03 18:49 | 0 |
| 1324 | Doomsday Engine | Feature | New | Normal | XG music lines | | 2017-04-03 18:48 | 0 |