

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 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      |
| 2292 | Doomsday Engine | Feature | New        | Normal   | Indication of an options default setting                                  |          | 2019-11-29 22:21 | 0      |
| 2241 | Doomsday Engine | Feature | Progressed | Normal   | Configure games via Home UI (advanced users, cf. autoexec.cfg)            | skyjake  | 2019-11-29 22:19 | 50     |
| 1774 | Doomsday Engine | Feature | New        | Normal   | Use "-savedir" option to the configure where saves are stored             |          | 2017-04-03 14:27 | 0      |
| 1604 | Doomsday Engine | Feature | New        | High     | Game rules (1p and MP)  |          | 2019-11-29 21:33 | 20     |
| 1573 | Doomsday Engine | Feature | New        | Normal   | Setting for number of samples used for antialiasing                       |          | 2019-11-29 21:31 | 0      |
| 1566 | Doomsday Engine | Feature | New        | Normal   | [Automap] Reset line colors   |          | 2019-11-29 21:31 | 0      |