

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 2450 | Doomsday Engine | Bug | New | Normal | weapon stretched | Deng Team | 2021-02-22 04:19 | 0 |
| 1929 | Doomsday Engine | Bug | Progressed | Normal | Sprite priority handling | | 2019-11-29 23:06 | 0 |
| 1897 | Doomsday Engine | Bug | New | Low | Slightly different sprite clipping in Dday versus vanilla | | 2017-04-03 18:32 | 0 |
| 1616 | Doomsday Engine | Feature | New | Normal | Selector for sprites | | 2019-11-29 18:35 | 0 |
| 1559 | Doomsday Engine | Feature | New | Low | State and sprite without a mobj (SMT2A0/STLAG) | | 2019-11-29 19:14 | 0 |
| 1546 | Doomsday Engine | Feature | New | Low | Option for particle generator to hide sprite | | 2019-11-29 15:45 | 0 |
| 1008 | Doomsday Engine | Bug | New | Normal | HUD weapon discrepancy (in release build?) | | 2017-04-03 19:00 | 0 |
| 967 | Doomsday Engine | Bug | New | Low | Sprite angling incorrect at sharp angles | | 2017-04-03 14:59 | 0 |
| 684 | Doomsday Engine | Bug | New | Normal | Sprites moving up if their bottom intersects the floor | | 2017-04-03 18:32 | 0 |