

## 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      |