

## 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      |
| 2056 | Doomsday Engine | Bug     | New        | Normal   | Moving platforms sound origin incorrect   |           | 2019-11-29 23:01 | 0      |
| 2015 | Doomsday Engine | Feature | Progressed | Normal   | Remove server-side audio system   |           | 2019-11-29 23:06 | 50     |
| 1979 | Doomsday Engine | Feature | Feedback   | Normal   | Additional sound formats  |           | 2019-11-29 21:15 | 0      |
| 1816 | Doomsday Engine | Bug     | New        | Normal   | First sound played at map start up erroneously doesn't play                         |           | 2017-04-03 14:17 | 0      |
| 1744 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Waterfall sounds switch from left to right (centered in vanilla)          |           | 2017-04-03 18:33 | 0      |
| 1734 | Doomsday Engine | Bug     | Progressed | Low      | Games' Help InFine scripts have no sounds   |           | 2017-04-03 18:33 | 10     |
| 1373 | Doomsday Engine | Feature | New        | Normal   | Improved ambient sounds   |           | 2019-11-29 16:45 | 0      |
| 1266 | Doomsday Engine | Feature | New        | High     | Sound decorations   |           | 2019-11-29 16:21 | 0      |
| 566  | Doomsday Engine | Bug     | Progressed | Low      | [Resampler] Low quality sound samples play distorted                                |           | 2017-04-03 14:57 | 0      |