

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1266 | Doomsday Engine | Feature | New | High | Sound decorations | | 2019-11-29 16:21 | 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 |
| 2015 | Doomsday Engine | Feature | Progressed | Normal | Remove server-side audio system | | 2019-11-29 23:06 | 50 |
| 2056 | Doomsday Engine | Bug | New | Normal | Moving platforms sound origin incorrect | | 2019-11-29 23:01 | 0 |
| 1979 | Doomsday Engine | Feature | Feedback | Normal | Additional sound formats | | 2019-11-29 21:15 | 0 |
| 1373 | Doomsday Engine | Feature | New | Normal | Improved ambient sounds | | 2019-11-29 16:45 | 0 |
| 1744 | Doomsday Engine | Bug | New | Normal | [Heretic] Waterfall sounds switch from left to right (centered in vanilla) | | 2017-04-03 18:33 | 0 |
| 1816 | Doomsday Engine | Bug | New | Normal | First sound played at map start up erroneously doesn't play | | 2017-04-03 14:17 | 0 |
| 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 |
| 2431 | Doomsday Engine | Bug | Resolved | Normal | Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only | skyjake | 2021-07-31 09:51 | 100 |
| 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 |
| 1734 | Doomsday Engine | Bug | Progressed | Low | Games' Help InFine scripts have no sounds | | 2017-04-03 18:33 | 10 |
| 566 | Doomsday Engine | Bug | Progressed | Low | [Resampler] Low quality sound samples play distorted | | 2017-04-03 14:57 | 0 |