

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 2152 | Doomsday Engine | Bug     | New        | Urgent   | [Hexen] Afrits become stuck/invincible in multiplayer                                    |           | 2018-07-29 16:53 | 0      |
| 2068 | Doomsday Engine | Bug     | New        | Urgent   | [HeXen] Badguys not retaining alerted status upon return to a map                        | skyjake   | 2019-11-30 08:25 | 0      |
| 2064 | Doomsday Engine | Bug     | New        | Urgent   | Bugs in HeXen Multiplayer  |           | 2018-07-29 16:53 | 0      |
| 2048 | Doomsday Engine | Bug     | New        | High     | Particle effects obscure map objects   |           | 2017-04-03 13:46 | 0      |
| 1821 | Doomsday Engine | Bug     | Progressed | High     | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere)                      | skyjake   | 2019-11-30 08:25 | 10     |
| 1252 | Doomsday Engine | Feature | Progressed | High     | Integrate Hexen features into libcommon  |           | 2019-11-29 21:24 | 40     |
| 1064 | Doomsday Engine | Bug     | New        | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)                           |           | 2016-11-22 14:21 | 0      |
| 637  | Doomsday Engine | Bug     | New        | High     | [Hexen] Class change in-game causes instability, issues                                  |           | 2017-04-03 14:57 | 0      |
| 2281 | Doomsday Engine | Feature | New        | Normal   | Apply Values in Hexen  | skyjake   | 2019-11-29 12:31 | 0      |
| 2262 | Doomsday Engine | Bug     | New        | Normal   | [Hexen] Quest switches in Griffin Chapel aren't working                                  | skyjake   | 2020-04-03 00:22 | 0      |
| 2236 | Doomsday Engine | Bug     | New        | Normal   | Hitscan issues   | skyjake   | 2018-10-27 16:09 | 0      |
| 2235 | Doomsday Engine | Bug     | New        | Normal   | Afrits sometimes become invisible when frozen  | skyjake   | 2019-12-01 22:27 | 0      |
| 2156 | Doomsday Engine | Feature | New        | Normal   | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)                  |           | 2017-04-03 13:30 | 0      |
| 2118 | Doomsday Engine | Bug     | New        | Normal   | [HeXen] Possible mishandling of sector effect 200 (sky textures)                         |           | 2017-04-03 18:34 | 0      |
| 2117 | Doomsday Engine | Bug     | New        | Normal   | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)                 |           | 2017-04-03 18:33 | 0      |
| 2107 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] [Hexen] Line attacks produce no sound on impact                                |           | 2020-01-04 11:15 | 0      |
| 2093 | Doomsday Engine | Feature | New        | Normal   | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode                    | Deng Team | 2016-03-27 08:20 | 0      |
| 2091 | Doomsday Engine | Bug     | New        | Normal   | State Particles won't start for Afrit in some cases (Hexen)                              | Deng Team | 2017-04-03 13:40 | 0      |
| 2053 | Doomsday Engine | Feature | New        | Normal   | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO                              |           | 2017-04-03 18:46 | 0      |
| 2007 | Doomsday Engine | Bug     | New        | Normal   | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces                   |           | 2018-10-27 15:53 | 0      |
| 2000 | Doomsday Engine | Bug     | New        | Normal   | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes) |           | 2017-04-03 18:33 | 0      |
| 1967 | Doomsday Engine | Bug     | New        | Normal   | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled                      |           | 2018-07-29 16:53 | 0      |
| 1819 | Doomsday Engine | Bug     | New        | Normal   | Mobj Particles won't start.  |           | 2017-04-03 14:16 | 0      |
| 1661 | Doomsday Engine | Bug     | New        | Normal   | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap)                        |           | 2019-11-29 22:58 | 0      |
| 1602 | Doomsday Engine | Feature | New        | Normal   | Improvements for map title in automap  |           | 2019-11-29 18:27 | 0      |
| 1554 | Doomsday Engine | Feature | New        | Normal   | [Hexen] Remove fixed MAX_TID_COUNT limit   |           | 2019-11-29 19:11 | 0      |
| 1516 | Doomsday Engine | Feature | New        | Normal   | [Heretic Hexen] Add Doom-like option for fast monsters                                   |           | 2018-10-27 15:56 | 0      |
| 1488 | Doomsday Engine | Feature | New        | Normal   | Extended Hexen fullscreen HUD  |           | 2019-11-29 18:49 | 0      |
| 909  | Doomsday Engine | Bug     | New        | Normal   | [Hexen] Tiny difference in Ettin behaviour   |           | 2017-04-03 18:34 | 0      |
| 511  | Doomsday Engine | Bug     | New        | Normal   | [Heretic Hexen] Torch fix not applied (low ceiling)                                      |           | 2017-04-03 14:56 | 0      |
| 2096 | Doomsday Engine | Bug     | New        | Low      | [Heretic] [HeXen] hud number one offset  |           | 2017-04-03 13:38 | 0      |

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| 2054 | Doomsday Engine | Bug     | New    | Low      | [MP] No weapon pickup notification in Hexen  |           | 2018-07-29 16:53 | 0      |
| 1968 | Doomsday Engine | Bug     | New    | Low      | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly) |           | 2017-04-03 14:01 | 0      |
| 1718 | Doomsday Engine | Bug     | New    | Low      | Inventory item display/selection issues  |           | 2017-04-03 14:35 | 0      |
| 1130 | Doomsday Engine | Bug     | New    | Low      | Mana bars on the statusbar ignore opacity  |           | 2017-04-03 14:41 | 0      |
| 915  | Doomsday Engine | Bug     | New    | Low      | [Hexen] Wraithverge Ghosts incorrectly full bright                                     |           | 2017-04-03 18:32 | 0      |
| 388  | Doomsday Engine | Bug     | New    | Low      | Missile speeds (steep vertical angles)   |           | 2017-04-03 15:07 | 0      |
| 2377 | Doomsday Engine | Feature | New    | Lowest   | [Hexen] Option for monster respawn rate  | Deng Team | 2019-12-24 06:35 | 0      |
| 1644 | Doomsday Engine | Bug     | New    | Lowest   | [HeXen beta demo] Should have Heretic crush behaviour                                  |           | 2017-04-03 18:34 | 0      |
| 1569 | Doomsday Engine | Feature | New    | Lowest   | [Hexen] Demo version cheat codes and "Beta" message                                    |           | 2019-11-29 19:16 | 0      |
| 753  | Doomsday Engine | Bug     | New    | Lowest   | [Hexen] Invincible Afrits  |           | 2017-04-03 14:58 | 0      |