Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1661	Doomsday Engine	Bug	New	Normal	[Deathkings] Bad behavior of object in lift (mobj hitbox overlap)		2019-11-29 22:58	0
2053	Doomsday Engine	Feature	New	Normal	[HeXen DK] Automatically handle version 1.0 lack of SNDINFO		2017-04-03 18:46	0