

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2326	Doomsday Engine	Bug	New	High	[Doom] PRCP map32; player incorrectly spawning as camera		2019-11-29 22:30	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2354	Doomsday Engine	Bug	In Progress	Normal	Compatibility with TNT: Revilution (MAP30)	skyjake	2019-12-18 21:41	50
2393	Doomsday Engine	Feature	New	Normal	Map selection UI for Master Levels for Doom II (Episode with additional packages)	skyjake	2020-12-08 08:27	0