

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|--|----------|------------------|--------|
| 2354 | Doomsday Engine | Bug | In Progress | Normal | Compatibility with TNT: Revilution (MAP30) | skyjake | 2019-12-18 21:41 | 50 |
| 2085 | Doomsday Engine | Bug | Progressed | Normal | [Dehacked] Sprite name table patches not supported (Crashes) | | 2019-11-29 23:06 | 0 |
| 1316 | Doomsday Engine | Feature | New | Normal | HHE support | | 2019-11-29 16:39 | 0 |
| 1579 | Doomsday Engine | Feature | New | Low | Dehacked 2.0 support | | 2019-11-29 12:31 | 0 |
| 1593 | Doomsday Engine | Bug | New | Low | [Doom] Excess state in rocket explosion | | 2017-04-03 14:40 | 0 |