Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2404	Doomsday Engine	Bug	New	Normal	REKKR compatibility issues	skyjake	2020-01-22 06:33	0
2295	Doomsday Engine	Feature	New	Normal	Support XBOX version of Doom		2018-11-18 07:45	0
2258	Doomsday Engine	Bug	New	Normal	[Doom] Falling through 3D bridges		2019-11-29 23:20	0
2109	Doomsday Engine	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2019-11-29 23:22	0
2104	Doomsday Engine	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	0
2097	Doomsday Engine	Bug	New	Normal	[Doom] Lost Soul boucing accuracy in Ultimate Doom		2017-04-03 18:33	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2013	Doomsday Engine	Bug	New	Normal	[Doom] Pain Elemental Vanilla/Boom compatibility option		2017-04-03 18:33	0
2012	Doomsday Engine	Bug	New	Normal	[Doom] Boom bug in Memento Mori II		2017-04-03 13:50	0
1989	Doomsday Engine	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	2018-07-29 16:53	0
1988	Doomsday Engine	Bug	New	Normal	[MP] When spawning on a weapon, weapon fires at speed of pistol		2018-07-29 16:53	0
1952	Doomsday Engine	Bug	Progressed	Normal	Eternal Doom MAP26 malformed map hack causing memory release error		2019-11-29 23:06	0
1928	Doomsday Engine	Bug	New	Normal	GameSession: ThingArchive::serialIdFor: Thing archive exhausted!		2017-04-03 14:04	0
1921	Doomsday Engine	Bug	New	Normal	[Doom] No screen wipe from map to post map InFine		2017-04-03 18:32	0
1735	Doomsday Engine	Bug	New	Low	Doom2 PWAD save games use level name from IWAD		2019-11-29 22:59	0
1701	Doomsday Engine	Bug	New	Normal	[Doom] Map08/ExM8 sound emulation		2017-04-03 18:33	0
1694	Doomsday Engine	Feature	New	Low	[Doom] Invulnerability animation: full bright sync, apply tic rate		2017-04-03 18:56	0
1648	Doomsday Engine	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2019-12-31 11:10	0
1631	Doomsday Engine	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
1593	Doomsday Engine	Bug	New	Low	[Doom] Excess state in rocket explosion		2017-04-03 14:40	0
1579	Doomsday Engine	Feature	New	Low	Dehacked 2.0 support		2019-11-29 12:31	0
1559	Doomsday Engine	Feature	New	Low	State and sprite without a mobj (SMT2A0/STLAG)		2019-11-29 19:14	0
1552	Doomsday Engine	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2018-10-27 15:53	0
1532	Doomsday Engine	Feature	New	Low	[Doom|Heretic] Secret found message text		2019-11-29 15:44	0
1440	Doomsday Engine	Feature	New	Normal	Vanilla Doom collision-checking mode		2017-04-03 18:39	0
1416	Doomsday Engine	Feature	New	Urgent	[Doom] Invisible "fuzz" effect		2017-04-03 18:43	0
975	Doomsday Engine	Bug	New	Normal	[Doom] Armour Helmets full bright		2017-04-03 18:32	0
972	Doomsday Engine	Bug	New	Normal	[Doom] Lost Souls infinite Z height		2017-04-03 14:55	0
970	Doomsday Engine	Bug	New	Low	[Doom] Evil Eye height issue		2017-04-03 15:01	0
968	Doomsday Engine	Bug	New	Normal	[Doom] Mancubus attacks and high Z height differences		2017-04-03 18:34	0

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966	Doomsday Engine	Bug	Progressed	Normal	[Doom] Use of CWILV graphics on automap		2017-04-03 14:56	50
959	Doomsday Engine	Bug	New	Normal	[Doom] Crushed bad guys and tag666		2017-04-03 18:34	0
925	Doomsday Engine	Bug	New	Normal	[Doom] Map32: Secret exit quirk not replicated		2017-04-03 18:34	0
919	Doomsday Engine	Bug	New	Normal	[Doom] Blast damage algorithm		2017-04-03 18:34	0
613	Doomsday Engine	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
438	Doomsday Engine	Feature	New	Low	Accurately hit testing fast projectiles (compatibility option)		2019-11-29 15:24	0
287	Doomsday Engine	Bug	Progressed	Low	Changes to BLOOD states ignored		2019-11-29 23:04	0
251	Doomsday Engine	Bug	Progressed	High	[Doom] Nightmare monsters sometimes not fast		2019-11-29 22:58	50