

## Issues

| #    | Project         | Tracker | Status | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|--------|----------|---|-----------|------------------|--------|
| 2388 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Stuck monsters can close the "open stay" door   | Deng Team | 2020-01-01 21:52 | 0      |
| 2387 | Doomsday Engine | Feature | New    | Normal   | [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option) | Deng Team | 2020-01-01 21:53 | 0      |
| 2385 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Deactivating a one-time teleport  | Deng Team | 2020-01-01 21:52 | 0      |
| 2107 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] [Hexen] Line attacks produce no sound on impact   |           | 2020-01-04 11:15 | 0      |
| 2096 | Doomsday Engine | Bug     | New    | Low      | [Heretic] [HeXen] hud number one offset   |           | 2017-04-03 13:38 | 0      |
| 2048 | Doomsday Engine | Bug     | New    | High     | Particle effects obscure map objects  |           | 2017-04-03 13:46 | 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      |
| 1968 | Doomsday Engine | Bug     | New    | Low      | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)                                  |           | 2017-04-03 14:01 | 0      |
| 1967 | Doomsday Engine | Bug     | New    | Normal   | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled   |           | 2018-07-29 16:53 | 0      |
| 1894 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Map that relies on original footclipping  |           | 2017-04-03 18:33 | 0      |
| 1744 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Waterfall sounds switch from left to right (centered in vanilla)  |           | 2017-04-03 18:33 | 0      |
| 1718 | Doomsday Engine | Bug     | New    | Low      | Inventory item display/selection issues   |           | 2017-04-03 14:35 | 0      |
| 1602 | Doomsday Engine | Feature | New    | Normal   | Improvements for map title in automap   |           | 2019-11-29 18:27 | 0      |
| 1532 | Doomsday Engine | Feature | New    | Low      | [Doom Heretic] Secret found message text  |           | 2019-11-29 15:44 | 0      |
| 1516 | Doomsday Engine | Feature | New    | Normal   | [Heretic Hexen] Add Doom-like option for fast monsters  |           | 2018-10-27 15:56 | 0      |
| 1459 | Doomsday Engine | Feature | New    | Normal   | Replacement of MT_POD unique behavior with flag   |           | 2019-11-29 18:49 | 0      |
| 1316 | Doomsday Engine | Feature | New    | Normal   | HHE support   |           | 2019-11-29 16:39 | 0      |
| 1032 | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Badguy auto/raise lower to camera   |           | 2017-04-03 14:46 | 0      |
| 671  | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Enemy missile spreads have incorrect vertical aim   |           | 2017-04-03 14:57 | 0      |
| 665  | Doomsday Engine | Bug     | New    | Low      | [Heretic] Some missiles should not splash   |           | 2017-04-03 14:57 | 0      |
| 613  | Doomsday Engine | Bug     | New    | Low      | [InFine] Inadvertent background animation   |           | 2017-04-03 14:57 | 0      |
| 511  | Doomsday Engine | Bug     | New    | Normal   | [Heretic Hexen] Torch fix not applied (low ceiling)   |           | 2017-04-03 14:56 | 0      |
| 388  | Doomsday Engine | Bug     | New    | Low      | Missile speeds (steep vertical angles)  |           | 2017-04-03 15:07 | 0      |