

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 2377 | Doomsday Engine | Feature | New | Lowest | [Hexen] Option for monster respawn rate | Deng Team | 2019-12-24 06:35 | 0 |
| 2281 | Doomsday Engine | Feature | New | Normal | Apply Values in Hexen | skyjake | 2019-11-29 12:31 | 0 |
| 2262 | Doomsday Engine | Bug | New | Normal | [Hexen] Quest switches in Griffin Chapel aren't working | skyjake | 2020-04-03 00:22 | 0 |
| 2236 | Doomsday Engine | Bug | New | Normal | Hitscan issues | skyjake | 2018-10-27 16:09 | 0 |
| 2235 | Doomsday Engine | Bug | New | Normal | Afrits sometimes become invisible when frozen | skyjake | 2019-12-01 22:27 | 0 |
| 2156 | Doomsday Engine | Feature | New | Normal | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI) | | 2017-04-03 13:30 | 0 |
| 2152 | Doomsday Engine | Bug | New | Urgent | [Hexen] Afrits become stuck/invincible in multiplayer | | 2018-07-29 16:53 | 0 |
| 2118 | Doomsday Engine | Bug | New | Normal | [HeXen] Possible mishandling of sector effect 200 (sky textures) | | 2017-04-03 18:34 | 0 |
| 2117 | Doomsday Engine | Bug | New | Normal | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4) | | 2017-04-03 18:33 | 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 |
| 2093 | Doomsday Engine | Feature | New | Normal | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode | Deng Team | 2016-03-27 08:20 | 0 |
| 2091 | Doomsday Engine | Bug | New | Normal | State Particles won't start for Afrit in some cases (Hexen) | Deng Team | 2017-04-03 13:40 | 0 |
| 2068 | Doomsday Engine | Bug | New | Urgent | [HeXen] Badguys not retaining alerted status upon return to a map | skyjake | 2019-11-30 08:25 | 0 |
| 2064 | Doomsday Engine | Bug | New | Urgent | Bugs in HeXen Multiplayer | | 2018-07-29 16:53 | 0 |
| 2054 | Doomsday Engine | Bug | New | Low | [MP] No weapon pickup notification in Hexen | | 2018-07-29 16:53 | 0 |
| 2053 | Doomsday Engine | Feature | New | Normal | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO | | 2017-04-03 18:46 | 0 |
| 2048 | Doomsday Engine | Bug | New | High | Particle effects obscure map objects | | 2017-04-03 13:46 | 0 |
| 2007 | Doomsday Engine | Bug | New | Normal | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces | | 2018-10-27 15:53 | 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 |
| 1821 | Doomsday Engine | Bug | Progressed | High | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere) | skyjake | 2019-11-30 08:25 | 10 |
| 1819 | Doomsday Engine | Bug | New | Normal | Mobj Particles won't start. | | 2017-04-03 14:16 | 0 |
| 1718 | Doomsday Engine | Bug | New | Low | Inventory item display/selection issues | | 2017-04-03 14:35 | 0 |
| 1661 | Doomsday Engine | Bug | New | Normal | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap) | | 2019-11-29 22:58 | 0 |
| 1644 | Doomsday Engine | Bug | New | Lowest | [HeXen beta demo] Should have Heretic crush behaviour | | 2017-04-03 18:34 | 0 |
| 1602 | Doomsday Engine | Feature | New | Normal | Improvements for map title in automap | | 2019-11-29 18:27 | 0 |
| 1569 | Doomsday Engine | Feature | New | Lowest | [Hexen] Demo version cheat codes and "Beta" message | | 2019-11-29 19:16 | 0 |
| 1554 | Doomsday Engine | Feature | New | Normal | [Hexen] Remove fixed MAX_TID_COUNT limit | | 2019-11-29 19:11 | 0 |

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| 1516 | Doomsday Engine | Feature | New | Normal | [Heretic Hexen] Add Doom-like option for fast monsters | | 2018-10-27 15:56 | 0 |
| 1488 | Doomsday Engine | Feature | New | Normal | Extended Hexen fullscreen HUD | | 2019-11-29 18:49 | 0 |
| 1252 | Doomsday Engine | Feature | Progressed | High | Integrate Hexen features into libcommon | | 2019-11-29 21:24 | 40 |
| 1130 | Doomsday Engine | Bug | New | Low | Mana bars on the statusbar ignore opacity | | 2017-04-03 14:41 | 0 |
| 1064 | Doomsday Engine | Bug | New | High | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine) | | 2016-11-22 14:21 | 0 |
| 915 | Doomsday Engine | Bug | New | Low | [Hexen] Wraithverge Ghosts incorrectly full bright | | 2017-04-03 18:32 | 0 |
| 909 | Doomsday Engine | Bug | New | Normal | [Hexen] Tiny difference in Ettin behaviour | | 2017-04-03 18:34 | 0 |
| 753 | Doomsday Engine | Bug | New | Lowest | [Hexen] Invincible Afrits | | 2017-04-03 14:58 | 0 |
| 637 | Doomsday Engine | Bug | New | High | [Hexen] Class change in-game causes instability, issues | | 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 |