

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 665 | Doomsday Engine | Bug | New | Low | [Heretic] Some missiles should not splash | | 2017-04-03 14:57 | 0 |
| 669 | Doomsday Engine | Bug | New | Low | 0 tic state issues | | 2017-04-03 14:57 | 0 |
| 671 | Doomsday Engine | Bug | New | Normal | [Heretic] Enemy missile spreads have incorrect vertical aim | | 2017-04-03 14:57 | 0 |
| 787 | Doomsday Engine | Bug | New | Normal | [Co-op] Voodoo dolls not supported | | 2017-04-03 18:34 | 0 |
| 997 | Doomsday Engine | Bug | New | Normal | [Hexen] Player gets stuck in turning polyobjs | | 2019-11-29 22:58 | 0 |
| 1015 | Doomsday Engine | Bug | New | High | Player getting stuck on certain walls? | | 2017-04-03 18:34 | 0 |
| 919 | Doomsday Engine | Bug | New | Normal | [Doom] Blast damage algorithm | | 2017-04-03 18:34 | 0 |
| 959 | Doomsday Engine | Bug | New | Normal | [Doom] Crushed bad guys and tag666 | | 2017-04-03 18:34 | 0 |
| 963 | Doomsday Engine | Bug | New | Normal | "spawnmobj" baddies auto wake up in area the player has shot | | 2017-04-03 15:01 | 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 |
| 2385 | Doomsday Engine | Bug | New | Normal | [Heretic] Deactivating a one-time teleport | Deng Team | 2020-01-01 21:52 | 0 |
| 968 | Doomsday Engine | Bug | New | Normal | [Doom] Mancubus attacks and high Z height differences | | 2017-04-03 18:34 | 0 |
| 972 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Souls infinite Z height | | 2017-04-03 14:55 | 0 |
| 1076 | Doomsday Engine | Bug | New | Normal | [Doom] 3d movement option broken | | 2019-11-29 22:58 | 0 |
| 1129 | Doomsday Engine | Bug | New | Normal | Various mobj Z movement clipping bugs | | 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 |
| 1660 | Doomsday Engine | Bug | New | Normal | Player start near wall leads to misplaced player | | 2017-04-03 14:40 | 0 |
| 1661 | Doomsday Engine | Bug | New | Normal | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap) | | 2019-11-29 22:58 | 0 |
| 1894 | Doomsday Engine | Bug | New | Normal | [Heretic] Map that relies on original footclipping | | 2017-04-03 18:33 | 0 |
| 2007 | Doomsday Engine | Bug | New | Normal | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces | | 2018-10-27 15:53 | 0 |
| 2090 | Doomsday Engine | Bug | New | Normal | Missile with no death state error | | 2017-04-03 13:42 | 0 |
| 2097 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Soul bouncing accuracy in Ultimate Doom | | 2017-04-03 18:33 | 0 |
| 2117 | Doomsday Engine | Bug | New | Normal | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4) | | 2017-04-03 18:33 | 0 |
| 2235 | Doomsday Engine | Bug | New | Normal | Afrits sometimes become invisible when frozen | skyjake | 2019-12-01 22:27 | 0 |
| 2388 | Doomsday Engine | Bug | New | Normal | [Heretic] Stuck monsters can close the "open stay" door | Deng Team | 2020-01-01 21:52 | 0 |
| 438 | Doomsday Engine | Feature | New | Low | Accurately hit testing fast projectiles (compatibility option) | | 2019-11-29 15:24 | 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 |
| 1764 | Doomsday Engine | Feature | New | Normal | DMU 2.0: Generate network deltas | | 2019-11-29 20:19 | 0 |
| 1767 | Doomsday Engine | Feature | New | High | Network delta profiler | | 2019-11-29 12:33 | 0 |
| 921 | Doomsday Engine | Bug | Progressed | High | Blockmap-defined Linedef crossing order | | 2019-11-29 23:06 | 30 |
| 1821 | Doomsday Engine | Bug | Progressed | High | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere) | skyjake | 2019-11-30 08:25 | 10 |

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| 1993 | Doomsday Engine | Bug | Feedback | High | Switching maps while XG lines are active causes seg fault | vermil | 2017-04-03 13:55 | 0 |