

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|----------------------------------------------------------------------------|----------|------------------|--------|
| 964 | Doomsday Engine | Bug | New | Normal | [XG] Sounds ignore defined group | | 2017-04-03 15:01 | 0 |
| 1744 | Doomsday Engine | Bug | New | Normal | [Heretic] Waterfall sounds switch from left to right (centered in vanilla) | | 2017-04-03 18:33 | 0 |
| 1701 | Doomsday Engine | Bug | New | Normal | [Doom] Map08/ExM8 sound emulation | | 2017-04-03 18:33 | 0 |
| 1883 | Doomsday Engine | Bug | New | Normal | [MP] no teleporter sound when spawning/respawning | | 2019-11-26 14:51 | 0 |
| 2107 | Doomsday Engine | Bug | New | Normal | [Heretic] [Hexen] Line attacks produce no sound on impact | | 2020-01-04 11:15 | 0 |
| 566 | Doomsday Engine | Bug | Progressed | Low | [Resampler] Low quality sound samples play distorted | | 2017-04-03 14:57 | 0 |
| 1091 | Doomsday Engine | Bug | New | Low | No sound effect played when pressing F7 or F8 | | 2017-04-03 14:44 | 0 |
| 1648 | Doomsday Engine | Feature | Progressed | Urgent | Complete vanilla DOOM emulation | | 2019-12-31 11:10 | 0 |
| 1266 | Doomsday Engine | Feature | New | High | Sound decorations | | 2019-11-29 16:21 | 0 |
| 1181 | Doomsday Engine | Feature | New | Normal | Ambient sounds (in XG sectors) | | 2017-04-03 18:48 | 0 |
| 1373 | Doomsday Engine | Feature | New | Normal | Improved ambient sounds | | 2019-11-29 16:45 | 0 |
| 1529 | Doomsday Engine | Feature | New | Normal | Sound affected by the world | | 2019-11-29 18:59 | 0 |
| 1618 | Doomsday Engine | Feature | New | Normal | Decorations/effects for game events (power up, damage, etc.) | | 2019-11-29 18:43 | 0 |
| 1979 | Doomsday Engine | Feature | Feedback | Normal | Additional sound formats | | 2019-11-29 21:15 | 0 |