

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2156 | Doomsday Engine | Feature | New        | Normal   | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI) |          | 2017-04-03 13:30 | 0      |
| 1602 | Doomsday Engine | Feature | New        | Normal   | Improvements for map title in automap                                   |          | 2019-11-29 18:27 | 0      |
| 1568 | Doomsday Engine | Feature | New        | Normal   | [Automap] Option for hiding non-blocking lines                          |          | 2019-11-29 18:32 | 0      |
| 1566 | Doomsday Engine | Feature | New        | Normal   | [Automap] Reset line colors   |          | 2019-11-29 21:31 | 0      |
| 1893 | Doomsday Engine | Bug     | New        | Low      | Automap drawing difference to original games                            |          | 2017-04-03 18:32 | 0      |
| 1067 | Doomsday Engine | Bug     | New        | Low      | White player arrow missing on automap                                   |          | 2017-04-03 14:43 | 0      |
| 966  | Doomsday Engine | Bug     | Progressed | Normal   | [Doom] Use of CWILV graphics on automap                                 |          | 2017-04-03 14:56 | 50     |