

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|---|----------|------------------|--------|
| 2393 | Doomsday Engine | Feature | New | Normal | Map selection UI for Master Levels for Doom II (Episode with additional packages) | skyjake | 2020-12-08 08:27 | 0 |
| 2354 | Doomsday Engine | Bug | In Progress | Normal | Compatibility with TNT: Revilution (MAP30) | skyjake | 2019-12-18 21:41 | 50 |
| 2326 | Doomsday Engine | Bug | New | High | [Doom] PRCP map32; player incorrectly spawning as camera | | 2019-11-29 22:30 | 0 |
| 2048 | Doomsday Engine | Bug | New | High | Particle effects obscure map objects | | 2017-04-03 13:46 | 0 |