

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 1573 | Doomsday Engine | Feature | New        | Normal   | Setting for number of samples used for antialiasing         |          | 2019-11-29 21:31 | 0      |
| 1649 | Doomsday Engine | Feature | New        | Low      | Option to disable HUD/menu font upscaling                   |          | 2019-11-29 20:26 | 0      |
| 1416 | Doomsday Engine | Feature | New        | Urgent   | [Doom] Invisible "fuzz" effect                              |          | 2017-04-03 18:43 | 0      |
| 1104 | Doomsday Engine | Bug     | Progressed | Normal   | Replacement flats VS texture animations                     |          | 2017-04-03 14:43 | 0      |
| 1125 | Doomsday Engine | Bug     | New        | Low      | Handling missing OpenGL support during launch               |          | 2017-04-03 14:41 | 0      |
| 10   | Doomsday Engine | Bug     | New        | Normal   | [InFine] Line spacing for text                              |          | 2017-04-03 14:41 | 0      |
| 2096 | Doomsday Engine | Bug     | New        | Low      | [Heretic] [HeXen] hud number one offset                     |          | 2017-04-03 13:38 | 0      |
| 2192 | Doomsday Engine | Feature | New        | Low      | Procedural images generated based on a text file (.deimage) | skyjake  | 2017-03-04 09:25 | 0      |