

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2413	Doomsday Engine	Feature	New	High	[MP] Configure what the server does after a timeout when no clients connected	skyjake	2020-12-08 08:27	0
2377	Doomsday Engine	Feature	New	Lowest	[Hexen] Option for monster respawn rate	Deng Team	2019-12-24 06:35	0
2325	Doomsday Engine	Feature	New	High	A way to vote for a specific map		2019-11-29 22:29	0
2262	Doomsday Engine	Bug	New	Normal	[Hexen] Quest switches in Griffin Chapel aren't working	skyjake	2020-04-03 00:22	0
2258	Doomsday Engine	Bug	New	Normal	[Doom] Falling through 3D bridges		2019-11-29 23:20	0
2236	Doomsday Engine	Bug	New	Normal	Hitscan issues	skyjake	2018-10-27 16:09	0
2179	Doomsday Engine	Feature	New	Low	Map has no secrets, displayed as 0% (vs. 100%)		2017-04-03 18:45	0
2155	Doomsday Engine	Feature	New	Normal	BOOM support for sunlust.wad		2017-07-18 11:04	0
2109	Doomsday Engine	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2019-11-29 23:22	0
2013	Doomsday Engine	Bug	New	Normal	[Doom] Pain Elemental Vanilla/Boom compatibility option		2017-04-03 18:33	0
1988	Doomsday Engine	Bug	New	Normal	[MP] When spawning on a weapon, weapon fires at speed of pistol		2018-07-29 16:53	0
1986	Doomsday Engine	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2020-12-08 08:27	0
1972	Doomsday Engine	Bug	New	Normal	[MP] Fast-moving planes not always reach destination on client-side		2018-07-29 16:53	0
1968	Doomsday Engine	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
1963	Doomsday Engine	Bug	New	High	[Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)		2018-07-29 16:53	0
1905	Doomsday Engine	Feature	New	Low	God mode console cheat that doesn't restore health		2019-11-29 21:09	0
1763	Doomsday Engine	Feature	New	Normal	Autosaving		2019-11-29 20:19	0
1723	Doomsday Engine	Bug	New	Normal	[Value def's] impossible to remove pistol		2017-04-03 14:34	0
1604	Doomsday Engine	Feature	New	High	Game rules (1p and MP)		2019-11-29 21:33	20
1587	Doomsday Engine	Feature	New	Normal	3D weapon behaviour		2017-04-03 15:02	0
1582	Doomsday Engine	Feature	New	Normal	Player actions while game is paused		2017-04-03 18:39	0
1576	Doomsday Engine	Feature	New	Normal	[MP] Option to retain weapons+ammo after death in co-op		2019-11-29 18:28	0
1565	Doomsday Engine	Feature	New	High	[MP] Option to remove MP flagged weapons in co-op		2018-07-29 16:53	0
1552	Doomsday Engine	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2018-10-27 15:53	0
1516	Doomsday Engine	Feature	New	Normal	[Heretic Hexen] Add Doom-like option for fast monsters		2018-10-27 15:56	0
1507	Doomsday Engine	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2017-04-03 18:48	0
1488	Doomsday Engine	Feature	New	Normal	Extended Hexen fullscreen HUD		2019-11-29 18:49	0
1467	Doomsday Engine	Feature	New	High	[XG] Incorporate vanilla line/sector types		2017-04-03 18:48	0
1459	Doomsday Engine	Feature	New	Normal	Replacement of MT_POD unique behavior with flag		2019-11-29 18:49	0
1457	Doomsday Engine	Feature	New	Normal	[MP] Option to choose items/weapons/ammo on spawn		2019-11-29 18:30	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1447	Doomsday Engine	Feature	New	Normal	Co-op player actions (giving, healing)		2019-11-29 19:19	0
1441	Doomsday Engine	Feature	New	Low	[MP] Option: weaponstay deathmatch		2019-11-29 15:31	0
1440	Doomsday Engine	Feature	New	Normal	Vanilla Doom collision-checking mode		2017-04-03 18:39	0
1412	Doomsday Engine	Feature	New	Low	Camera effect: screen shaking		2019-11-29 19:21	0
1399	Doomsday Engine	Feature	New	Normal	XG plane movers vs. normal doors		2017-04-03 18:48	0
1386	Doomsday Engine	Feature	New	Normal	Stopping monster infighting		2019-11-29 18:37	0
1232	Doomsday Engine	Feature	New	Low	Customiseable barrel explosion damage		2016-08-09 10:43	0
1213	Doomsday Engine	Feature	New	Normal	[MP] Respawn items in co-op and deathmatch		2018-07-29 16:46	0
1129	Doomsday Engine	Bug	New	Normal	Various mobj Z movement clipping bugs		2019-11-29 22:58	0
1076	Doomsday Engine	Bug	New	Normal	[Doom] 3d movement option broken		2019-11-29 22:58	0
1032	Doomsday Engine	Bug	New	Normal	[Heretic] Badguy auto/raise lower to camera		2017-04-03 14:46	0
1015	Doomsday Engine	Bug	New	High	Player getting stuck on certain walls?		2017-04-03 18:34	0
995	Doomsday Engine	Bug	New	Low	[Doom] Shotgun Guy drops multiple Shotguns?		2017-04-03 14:53	0
972	Doomsday Engine	Bug	New	Normal	[Doom] Lost Souls infinite Z height		2017-04-03 14:55	0
915	Doomsday Engine	Bug	New	Low	[Hexen] Wraithverge Ghosts incorrectly full bright		2017-04-03 18:32	0
909	Doomsday Engine	Bug	New	Normal	[Hexen] Tiny difference in Ettin behaviour		2017-04-03 18:34	0
753	Doomsday Engine	Bug	New	Lowest	[Hexen] Invincible Afrits		2017-04-03 14:58	0
665	Doomsday Engine	Bug	New	Low	[Heretic] Some missiles should not splash		2017-04-03 14:57	0
637	Doomsday Engine	Bug	New	High	[Hexen] Class change in-game causes instability, issues		2017-04-03 14:57	0
388	Doomsday Engine	Bug	New	Low	Missile speeds (steep vertical angles)		2017-04-03 15:07	0
2436	Doomsday Engine	Bug	In Progress	Normal	Incompatibility with the new M1	skyjake	2021-02-03 13:32	100
1648	Doomsday Engine	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2019-12-31 11:10	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1190	Doomsday Engine	Feature	Progressed	High	External scripts for mobj behavior	skyjake	2019-11-29 16:13	30
921	Doomsday Engine	Bug	Progressed	High	Blockmap-defined Linedef crossing order		2019-11-29 23:06	30
251	Doomsday Engine	Bug	Progressed	High	[Doom] Nightmare monsters sometimes not fast		2019-11-29 22:58	50