

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 |
| 1475 | Doomsday Engine | Feature | New | Normal | Spawnmobj "deaf" things | | 2019-11-29 18:46 | 0 |
| 1551 | Doomsday Engine | Feature | New | Normal | Print unknown line/sector types to the console | | 2019-11-26 15:33 | 0 |
| 1512 | Doomsday Engine | Feature | New | Normal | List all impulses in context help for ccmd impulse | | 2019-11-29 20:27 | 0 |
| 1511 | Doomsday Engine | Feature | New | Low | List all cheats in context help for ccmd cheat | | 2019-11-29 22:50 | 0 |
| 1513 | Doomsday Engine | Feature | New | Low | Examples with escaped quotes in context help for ccmd alias | skyjake | 2019-11-29 22:50 | 0 |
| 1183 | Doomsday Engine | Feature | New | Normal | Default values printed with "help" | | 2019-11-29 22:50 | 0 |
| 1633 | Doomsday Engine | Feature | New | High | Console commands and Doomsday Script | skyjake | 2019-11-29 20:24 | 0 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1407 | Doomsday Engine | Feature | Progressed | Normal | Customizable console keys | | 2019-11-29 16:36 | 20 |
| 2241 | Doomsday Engine | Feature | Progressed | Normal | Configure games via Home UI (advanced users, cf. autoexec.cfg) | skyjake | 2019-11-29 22:19 | 50 |