

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 2450 | Doomsday Engine | Bug | New | Normal | weapon stretched | Deng Team | 2021-02-22 04:19 | 0 |
| 2350 | Doomsday Engine | Bug | New | Low | [Doom] Status bar drawing glitch in Doom Registered v1.1 | skyjake | 2020-01-03 06:48 | 0 |
| 1649 | Doomsday Engine | Feature | New | Low | Option to disable HUD/menu font upscaling | | 2019-11-29 20:26 | 0 |
| 1514 | Doomsday Engine | Feature | New | Low | GZdoom-like HUD (showing more information) | | 2019-11-29 18:52 | 0 |
| 1592 | Doomsday Engine | Bug | New | Low | [HUD] Weapon lower animation briefly restarts | | 2017-04-03 15:04 | 0 |
| 1597 | Doomsday Engine | Bug | New | Low | [HUD] Psprite positioning too low | | 2017-04-03 15:04 | 0 |
| 1130 | Doomsday Engine | Bug | New | Low | Mana bars on the statusbar ignore opacity | | 2017-04-03 14:41 | 0 |
| 1718 | Doomsday Engine | Bug | New | Low | Inventory item display/selection issues | | 2017-04-03 14:35 | 0 |
| 2096 | Doomsday Engine | Bug | New | Low | [Heretic] [HeXen] hud number one offset | | 2017-04-03 13:38 | 0 |
| 2025 | Doomsday Engine | Bug | Progressed | Normal | Doom64TC does not have a fully functional HUD | rhargrave | 2019-11-29 21:57 | 80 |