

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 966 | Doomsday Engine | Bug | Progressed | Normal | [Doom] Use of CWILV graphics on automap | | 2017-04-03 14:56 | 50 |
| 1893 | Doomsday Engine | Bug | New | Low | Automap drawing difference to original games | | 2017-04-03 18:32 | 0 |
| 1602 | Doomsday Engine | Feature | New | Normal | Improvements for map title in automap | | 2019-11-29 18:27 | 0 |
| 1067 | Doomsday Engine | Bug | New | Low | White player arrow missing on automap | | 2017-04-03 14:43 | 0 |
| 1568 | Doomsday Engine | Feature | New | Normal | [Automap] Option for hiding non-blocking lines | | 2019-11-29 18:32 | 0 |
| 1566 | Doomsday Engine | Feature | New | Normal | [Automap] Reset line colors | | 2019-11-29 21:31 | 0 |
| 2156 | Doomsday Engine | Feature | New | Normal | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI) | | 2017-04-03 13:30 | 0 |