

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 963  | Doomsday Engine | Bug     | New        | Normal   | "spawnmobj" baddies auto wake up in area the player has shot  |           | 2017-04-03 15:01 | 0      |
| 669  | Doomsday Engine | Bug     | New        | Low      | 0 tic state issues  |           | 2017-04-03 14:57 | 0      |
| 438  | Doomsday Engine | Feature | New        | Low      | Accurately hit testing fast projectiles (compatibility option)  |           | 2019-11-29 15:24 | 0      |
| 2235 | Doomsday Engine | Bug     | New        | Normal   | Afrits sometimes become invisible when frozen   | skyjake   | 2019-12-01 22:27 | 0      |
| 921  | Doomsday Engine | Bug     | Progressed | High     | Blockmap-defined Linedef crossing order   |           | 2019-11-29 23:06 | 30     |
| 1764 | Doomsday Engine | Feature | New        | Normal   | DMU 2.0: Generate network deltas  |           | 2019-11-29 20:19 | 0      |
| 2090 | Doomsday Engine | Bug     | New        | Normal   | Missile with no death state error   |           | 2017-04-03 13:42 | 0      |
| 1767 | Doomsday Engine | Feature | New        | High     | Network delta profiler  |           | 2019-11-29 12:33 | 0      |
| 1015 | Doomsday Engine | Bug     | New        | High     | Player getting stuck on certain walls?  |           | 2017-04-03 18:34 | 0      |
| 1660 | Doomsday Engine | Bug     | New        | Normal   | Player start near wall leads to misplaced player  |           | 2017-04-03 14:40 | 0      |
| 1993 | Doomsday Engine | Bug     | Feedback   | High     | Switching maps while XG lines are active causes seg fault   | vermil    | 2017-04-03 13:55 | 0      |
| 1129 | Doomsday Engine | Bug     | New        | Normal   | Various mobj Z movement clipping bugs   |           | 2019-11-29 22:58 | 0      |
| 787  | Doomsday Engine | Bug     | New        | Normal   | [Co-op] Voodoo dolls not supported  |           | 2017-04-03 18:34 | 0      |
| 1661 | Doomsday Engine | Bug     | New        | Normal   | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap)   |           | 2019-11-29 22:58 | 0      |
| 1076 | Doomsday Engine | Bug     | New        | Normal   | [Doom] 3d movement option broken  |           | 2019-11-29 22:58 | 0      |
| 919  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Blast damage algorithm   |           | 2017-04-03 18:34 | 0      |
| 959  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Crushed bad guys and tag666  |           | 2017-04-03 18:34 | 0      |
| 2097 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Lost Soul boucing accuracy in Ultimate Doom  |           | 2017-04-03 18:33 | 0      |
| 972  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Lost Souls infinite Z height   |           | 2017-04-03 14:55 | 0      |
| 968  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Mancubus attacks and high Z height differences   |           | 2017-04-03 18:34 | 0      |
| 2385 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Deactivating a one-time teleport  | Deng Team | 2020-01-01 21:52 | 0      |
| 671  | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Enemy missile spreads have incorrect vertical aim   |           | 2017-04-03 14:57 | 0      |
| 1894 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Map that relies on original footclipping  |           | 2017-04-03 18:33 | 0      |
| 2387 | Doomsday Engine | Feature | New        | Normal   | [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option) | Deng Team | 2020-01-01 21:53 | 0      |
| 665  | Doomsday Engine | Bug     | New        | Low      | [Heretic] Some missiles should not splash   |           | 2017-04-03 14:57 | 0      |
| 2388 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Stuck monsters can close the "open stay" door   | Deng Team | 2020-01-01 21:52 | 0      |
| 1644 | Doomsday Engine | Bug     | New        | Lowest   | [HeXen beta demo] Should have Heretic crush behaviour   |           | 2017-04-03 18:34 | 0      |
| 2068 | Doomsday Engine | Bug     | New        | Urgent   | [HeXen] Badguys not retaining alerted status upon return to a map   | skyjake   | 2019-11-30 08:25 | 0      |
| 2007 | Doomsday Engine | Bug     | New        | Normal   | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces  |           | 2018-10-27 15:53 | 0      |
| 1821 | Doomsday Engine | Bug     | Progressed | High     | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere)   | skyjake   | 2019-11-30 08:25 | 10     |
| 997  | Doomsday Engine | Bug     | New        | Normal   | [Hexen] Player gets stuck in turning polyobjs   |           | 2019-11-29 22:58 | 0      |

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| 2117 | Doomsday Engine | Bug     | New    | Normal   | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4) |          | 2017-04-03 18:33 | 0      |