

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2241 | Doomsday Engine | Feature | Progressed | Normal   | Configure games via Home UI (advanced users, cf. autoexec.cfg)          | skyjake  | 2019-11-29 22:19 | 50     |
| 1633 | Doomsday Engine | Feature | New        | High     | Console commands and Doomsday Script                                    | skyjake  | 2019-11-29 20:24 | 0      |
| 1407 | Doomsday Engine | Feature | Progressed | Normal   | Customizable console keys   |          | 2019-11-29 16:36 | 20     |
| 1183 | Doomsday Engine | Feature | New        | Normal   | Default values printed with "help"                                      |          | 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      |
| 1608 | Doomsday Engine | Feature | Progressed | High     | Integrate Doomsday Script   | skyjake  | 2018-11-05 08:50 | 20     |
| 1511 | Doomsday Engine | Feature | New        | Low      | List all cheats in context help for ccmd cheat                          |          | 2019-11-29 22:50 | 0      |
| 1512 | Doomsday Engine | Feature | New        | Normal   | List all impulses in context help for ccmd impulse                      |          | 2019-11-29 20:27 | 0      |
| 1551 | Doomsday Engine | Feature | New        | Normal   | Print unknown line/sector types to the console                          |          | 2019-11-26 15:33 | 0      |
| 1475 | Doomsday Engine | Feature | New        | Normal   | Spawnmobj "deaf" things   |          | 2019-11-29 18:46 | 0      |
| 2156 | Doomsday Engine | Feature | New        | Normal   | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI) |          | 2017-04-03 13:30 | 0      |