## Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1942 | Doomsday Engine | Bug | New | Low | About dialog contents clipping vs -fontsize | | 2017-04-03 14:03 | 0 |
| 1961 | Doomsday Engine | Bug | New | Normal | Client fatal error due to invalid data received from server | | 2018-07-29 16:53 | 0 |
| 1980 | Doomsday Engine | Bug | New | Low | Client should refuse to use the same userdir as another already running client | | 2019-12-01 21:52 | 0 |
| 2041 | Doomsday Engine | Bug | New | Normal | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248} | | 2017-04-03 13:48 | 0 |
| 1917 | Doomsday Engine | Feature | New | Normal | Copy alert text to Clipboard | | 2019-11-29 21:10 | 0 |
| 2032 | Doomsday Engine | Feature | New | Normal | Game world debugger/inspector sidebar | | 2019-11-29 21:58 | 0 |
| 1614 | Doomsday Engine | Feature | New | High | Improved demo recording and playback | | 2019-11-29 20:20 | 0 |
| 1765 | Doomsday Engine | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2019-11-29 20:20 | 0 |
| 2057 | Doomsday Engine | Feature | New | Normal | Multiple client instances | skyjake | 2018-07-29 16:56 | 0 |
| 2337 | Doomsday Engine | Bug | Feedback | Normal | No doom II can be selected from the master list in the server tab | tacgnol | 2019-12-01 22:33 | 0 |
| 1891 | Doomsday Engine | Feature | Progressed | Low | Notification area animations | skyjake | 2019-11-29 21:37 | 10 |
| 1406 | Doomsday Engine | Feature | New | Normal | Record particles and other effects in demos | | 2019-11-29 20:24 | 0 |
| 1815 | Doomsday Engine | Bug | New | Normal | Screen wipe still smoothed with Vanilla renderer profile (console transition) | | 2018-11-05 17:31 | 0 |
| 1757 | Doomsday Engine | Feature | New | High | Separate server and client sources | | 2019-11-29 20:17 | 20 |
| 1754 | Doomsday Engine | Feature | New | High | Start local server using client GUI | skyjake | 2018-07-29 16:46 | 0 |
| 2423 | Doomsday Engine | Feature | New | Normal | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery | Deng Team | 2020-05-10 11:23 | 0 |
| 9 | Doomsday Engine | Feature | Progressed | High | Use local server to run single-player games | | 2019-11-29 20:21 | 0 |
| 1194 | Doomsday Engine | Feature | New | High | Viewing other players' cameras ("spy" command) | | 2019-11-29 16:14 | 0 |
| 1972 | Doomsday Engine | Bug | New | Normal | [MP] Fast-moving planes not always reach destination on client-side | | 2018-07-29 16:53 | 0 |
| 2055 | Doomsday Engine | Bug | New | Normal | [MP] Multiple instances can't connect to a local server | | 2018-07-29 16:53 | 0 |