

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2325 | Doomsday Engine | Feature | New | High | A way to vote for a specific map | | 2019-11-29 22:29 | 0 |
| 1658 | Doomsday Engine | Feature | New | High | Automatic port forwarding (UPnP/NAT-PMP/PCP) | skyjake | 2020-05-10 11:14 | 0 |
| 2064 | Doomsday Engine | Bug | New | Urgent | Bugs in HeXen Multiplayer | | 2018-07-29 16:53 | 0 |
| 1989 | Doomsday Engine | Bug | New | Urgent | Client assert fail (possible crash) if joining game during intermission | skyjake | 2018-07-29 16:53 | 0 |
| 1961 | Doomsday Engine | Bug | New | Normal | Client fatal error due to invalid data received from server | | 2018-07-29 16:53 | 0 |
| 2334 | Doomsday Engine | Bug | New | High | Client should load server's data files when connecting via command line | skyjake | 2019-12-01 22:34 | 0 |
| 1447 | Doomsday Engine | Feature | New | Normal | Co-op player actions (giving, healing) | | 2019-11-29 19:19 | 0 |
| 2336 | Doomsday Engine | Feature | New | Normal | Comprehensive server info and metadata | | 2019-11-29 22:42 | 0 |
| 2288 | Doomsday Engine | Feature | New | Normal | Configure all multiplayer game options via GUI | skyjake | 2018-10-27 14:45 | 100 |
| 1764 | Doomsday Engine | Feature | New | Normal | DMU 2.0: Generate network deltas | | 2019-11-29 20:19 | 0 |
| 2333 | Doomsday Engine | Feature | New | Normal | Extend info about server wads (filename, checksum) | | 2019-11-29 22:35 | 0 |
| 1604 | Doomsday Engine | Feature | New | High | Game rules (1p and MP) | | 2019-11-29 21:33 | 20 |
| 1614 | Doomsday Engine | Feature | New | High | Improved demo recording and playback | | 2019-11-29 20:20 | 0 |
| 2153 | Doomsday Engine | Feature | New | Normal | Modern multiplayer chat UI | skyjake | 2018-07-29 16:56 | 0 |
| 1765 | Doomsday Engine | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2019-11-29 20:20 | 0 |
| 1767 | Doomsday Engine | Feature | New | High | Network delta profiler | | 2019-11-29 12:33 | 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 |
| 1242 | Doomsday Engine | Feature | New | High | Player weapon particle muzzle flashes (for external viewers only) | | 2019-11-29 16:19 | 0 |
| 1962 | Doomsday Engine | Feature | New | High | Revised network protocol based on libshell | skyjake | 2018-07-29 16:53 | 0 |
| 1970 | Doomsday Engine | Feature | New | Normal | Scriptable map entry/exit, cycling | | 2019-11-29 21:13 | 0 |
| 1308 | Doomsday Engine | Feature | Progressed | High | Splitscreen multiplayer | | 2019-11-29 16:28 | 40 |
| 1754 | Doomsday Engine | Feature | New | High | Start local server using client GUI | skyjake | 2018-07-29 16:46 | 0 |
| 1194 | Doomsday Engine | Feature | New | High | Viewing other players' cameras ("spy" command) | | 2019-11-29 16:14 | 0 |
| 787 | Doomsday Engine | Bug | New | Normal | [Co-op] Voodoo dolls not supported | | 2017-04-03 18:34 | 0 |
| 1965 | Doomsday Engine | Bug | New | High | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward | | 2018-07-29 16:53 | 0 |
| 1963 | Doomsday Engine | Bug | New | High | [Doom] Spawning on top of a weapon leads to broken weapon (multiplayer) | | 2018-07-29 16:53 | 0 |
| 2152 | Doomsday Engine | Bug | New | Urgent | [Hexen] Afrits become stuck/invincible in multiplayer | | 2018-07-29 16:53 | 0 |
| 1415 | Doomsday Engine | Feature | New | Low | [Master Server] Allow specifying server IP manually | | 2019-11-29 12:50 | 0 |
| 1089 | Doomsday Engine | Bug | Progressed | High | [MP] Client cannot dismiss "Help/Info" finale | | 2018-07-29 16:46 | 0 |
| 2413 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does after a timeout when no clients connected | skyjake | 2020-12-08 08:27 | 0 |
| 1986 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does when an episode ends | skyjake | 2020-12-08 08:27 | 0 |

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| 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 |
| 2054 | Doomsday Engine | Bug | New | Low | [MP] No weapon pickup notification in Hexen | | 2018-07-29 16:53 | 0 |
| 1457 | Doomsday Engine | Feature | New | Normal | [MP] Option to choose items/weapons/ammo on spawn | | 2019-11-29 18:30 | 0 |
| 1565 | Doomsday Engine | Feature | New | High | [MP] Option to remove MP flagged weapons in co-op | | 2018-07-29 16:53 | 0 |
| 1576 | Doomsday Engine | Feature | New | Normal | [MP] Option to retain weapons+ammo after death in co-op | | 2019-11-29 18:28 | 0 |
| 1441 | Doomsday Engine | Feature | New | Low | [MP] Option: weaponstay deathmatch | | 2019-11-29 15:31 | 0 |
| 1202 | Doomsday Engine | Feature | New | Normal | [MP] Options for Heretic co-op | | 2018-07-29 16:46 | 0 |
| 1401 | Doomsday Engine | Feature | New | Normal | [MP] Options for retaining or acquiring items/keys/weapons at (re)spawn; allow cheats with more granularity | | 2018-07-29 16:46 | 0 |
| 1213 | Doomsday Engine | Feature | New | Normal | [MP] Respawn items in co-op and deathmatch | | 2018-07-29 16:46 | 0 |
| 1988 | Doomsday Engine | Bug | New | Normal | [MP] When spawning on a weapon, weapon fires at speed of pistol | | 2018-07-29 16:53 | 0 |
| 1967 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled | | 2018-07-29 16:53 | 0 |
| 1885 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Incorrect player numbers in scoreboard between maps | | 2018-07-29 16:53 | 0 |
| 2335 | Doomsday Engine | Feature | New | Normal | [Shell] Command line option for opening connection to a server address | | 2020-12-08 08:27 | 0 |