

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|-------------------------------------------------------------------------------------------------------------------------|-----------|------------------|--------|
| 1316 | Doomsday Engine | Feature | New | Normal | HHE support | | 2019-11-29 16:39 | 0 |
| 1602 | Doomsday Engine | Feature | New | Normal | Improvements for map title in automap | | 2019-11-29 18:27 | 0 |
| 1718 | Doomsday Engine | Bug | New | Low | Inventory item display/selection issues | | 2017-04-03 14:35 | 0 |
| 388 | Doomsday Engine | Bug | New | Low | Missile speeds (steep vertical angles) | | 2017-04-03 15:07 | 0 |
| 2048 | Doomsday Engine | Bug | New | High | Particle effects obscure map objects | | 2017-04-03 13:46 | 0 |
| 1459 | Doomsday Engine | Feature | New | Normal | Replacement of MT_POD unique behavior with flag | | 2019-11-29 18:49 | 0 |
| 1532 | Doomsday Engine | Feature | New | Low | [Doom Heretic] Secret found message text | | 2019-11-29 15:44 | 0 |
| 2000 | Doomsday Engine | Bug | New | Normal | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes) | | 2017-04-03 18:33 | 0 |
| 1968 | Doomsday Engine | Bug | New | Low | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly) | | 2017-04-03 14:01 | 0 |
| 1032 | Doomsday Engine | Bug | New | Normal | [Heretic] Badguy auto/raise lower to camera | | 2017-04-03 14:46 | 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 |
| 1744 | Doomsday Engine | Bug | New | Normal | [Heretic] Waterfall sounds switch from left to right (centered in vanilla) | | 2017-04-03 18:33 | 0 |
| 2096 | Doomsday Engine | Bug | New | Low | [Heretic] [HeXen] hud number one offset | | 2017-04-03 13:38 | 0 |
| 2107 | Doomsday Engine | Bug | New | Normal | [Heretic] [Hexen] Line attacks produce no sound on impact | | 2020-01-04 11:15 | 0 |
| 1516 | Doomsday Engine | Feature | New | Normal | [Heretic Hexen] Add Doom-like option for fast monsters | | 2018-10-27 15:56 | 0 |
| 511 | Doomsday Engine | Bug | New | Normal | [Heretic Hexen] Torch fix not applied (low ceiling) | | 2017-04-03 14:56 | 0 |
| 613 | Doomsday Engine | Bug | New | Low | [InFine] Inadvertent background animation | | 2017-04-03 14:57 | 0 |
| 1967 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled | | 2018-07-29 16:53 | 0 |