Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1008	Doomsday Engine	Bug	New	Normal	HUD weapon discrepancy (in release build?)		2017-04-03 19:00	0
1546	Doomsday Engine	Feature	New	Low	Option for particle generator to hide sprite		2019-11-29 15:45	0
1616	Doomsday Engine	Feature	New	Normal	Selector for sprites		2019-11-29 18:35	0
1897	Doomsday Engine	Bug	New	Low	Slightly different sprite clipping in Dday versus vanilla		2017-04-03 18:32	0
967	Doomsday Engine	Bug	New	Low	Sprite angling incorrect at sharp angles		2017-04-03 14:59	0
1929	Doomsday Engine	Bug	Progressed	Normal	Sprite priority handling		2019-11-29 23:06	0
684	Doomsday Engine	Bug	New	Normal	Sprites moving up if their bottom intersects the floor		2017-04-03 18:32	0
1559	Doomsday Engine	Feature	New	Low	State and sprite without a mobj (SMT2A0/STLAG)		2019-11-29 19:14	0
2450	Doomsday Engine	Bug	New	Normal	weapon stretched	Deng Team	2021-02-22 04:19	0