

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