

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|--|-----------|------------------|--------|
| 2436 | Doomsday Engine | Bug | In Progress | Normal | Incompatibility with the new M1 | skyjake | 2021-02-03 13:32 | 100 |
| 2262 | Doomsday Engine | Bug | New | Normal | [Hexen] Quest switches in Griffin Chapel aren't working | skyjake | 2020-04-03 00:22 | 0 |
| 2258 | Doomsday Engine | Bug | New | Normal | [Doom] Falling through 3D bridges | | 2019-11-29 23:20 | 0 |
| 2236 | Doomsday Engine | Bug | New | Normal | Hitscan issues | skyjake | 2018-10-27 16:09 | 0 |
| 2109 | Doomsday Engine | Bug | New | High | [Doom] "Doomsday of UAC" invisible stairs not climable | | 2019-11-29 23:22 | 0 |
| 2013 | Doomsday Engine | Bug | New | Normal | [Doom] Pain Elemental Vanilla/Boom compatibility option | | 2017-04-03 18:33 | 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 |
| 1972 | Doomsday Engine | Bug | New | Normal | [MP] Fast-moving planes not always reach destination on client-side | | 2018-07-29 16:53 | 0 |
| 1968 | Doomsday Engine | Bug | New | Low | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly) | | 2017-04-03 14:01 | 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 |
| 1723 | Doomsday Engine | Bug | New | Normal | [Value def's] impossible to remove pistol | | 2017-04-03 14:34 | 0 |
| 1129 | Doomsday Engine | Bug | New | Normal | Various mobj Z movement clipping bugs | | 2019-11-29 22:58 | 0 |
| 1076 | Doomsday Engine | Bug | New | Normal | [Doom] 3d movement option broken | | 2019-11-29 22:58 | 0 |
| 1032 | Doomsday Engine | Bug | New | Normal | [Heretic] Badguy auto/raise lower to camera | | 2017-04-03 14:46 | 0 |
| 1015 | Doomsday Engine | Bug | New | High | Player getting stuck on certain walls? | | 2017-04-03 18:34 | 0 |
| 995 | Doomsday Engine | Bug | New | Low | [Doom] Shotgun Guy drops multiple Shotguns? | | 2017-04-03 14:53 | 0 |
| 972 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Souls infinite Z height | | 2017-04-03 14:55 | 0 |
| 921 | Doomsday Engine | Bug | Progressed | High | Blockmap-defined Linedef crossing order | | 2019-11-29 23:06 | 30 |
| 915 | Doomsday Engine | Bug | New | Low | [Hexen] Wraithverge Ghosts incorrectly full bright | | 2017-04-03 18:32 | 0 |
| 909 | Doomsday Engine | Bug | New | Normal | [Hexen] Tiny difference in Ettin behaviour | | 2017-04-03 18:34 | 0 |
| 753 | Doomsday Engine | Bug | New | Lowest | [Hexen] Invincible Afrits | | 2017-04-03 14:58 | 0 |
| 665 | Doomsday Engine | Bug | New | Low | [Heretic] Some missiles should not splash | | 2017-04-03 14:57 | 0 |
| 637 | Doomsday Engine | Bug | New | High | [Hexen] Class change in-game causes instability, issues | | 2017-04-03 14:57 | 0 |
| 388 | Doomsday Engine | Bug | New | Low | Missile speeds (steep vertical angles) | | 2017-04-03 15:07 | 0 |
| 251 | Doomsday Engine | Bug | Progressed | High | [Doom] Nightmare monsters sometimes not fast | | 2019-11-29 22:58 | 50 |
| 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 |
| 2377 | Doomsday Engine | Feature | New | Lowest | [Hexen] Option for monster respawn rate | Deng Team | 2019-12-24 06:35 | 0 |
| 2325 | Doomsday Engine | Feature | New | High | A way to vote for a specific map | | 2019-11-29 22:29 | 0 |
| 2179 | Doomsday Engine | Feature | New | Low | Map has no secrets, displayed as 0% (vs. 100%) | | 2017-04-03 18:45 | 0 |
| 2155 | Doomsday Engine | Feature | New | Normal | BOOM support for sunlust.wad | | 2017-07-18 11:04 | 0 |

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| 1986 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does when an episode ends | skyjake | 2020-12-08 08:27 | 0 |
| 1905 | Doomsday Engine | Feature | New | Low | God mode console cheat that doesn't restore health | | 2019-11-29 21:09 | 0 |
| 1763 | Doomsday Engine | Feature | New | Normal | Autosaving | | 2019-11-29 20:19 | 0 |
| 1648 | Doomsday Engine | Feature | Progressed | Urgent | Complete vanilla DOOM emulation | | 2019-12-31 11:10 | 0 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1604 | Doomsday Engine | Feature | New | High | Game rules (1p and MP) | | 2019-11-29 21:33 | 20 |
| 1587 | Doomsday Engine | Feature | New | Normal | 3D weapon behaviour | | 2017-04-03 15:02 | 0 |
| 1582 | Doomsday Engine | Feature | New | Normal | Player actions while game is paused | | 2017-04-03 18:39 | 0 |
| 1576 | Doomsday Engine | Feature | New | Normal | [MP] Option to retain weapons+ammo after death in co-op | | 2019-11-29 18:28 | 0 |
| 1565 | Doomsday Engine | Feature | New | High | [MP] Option to remove MP flagged weapons in co-op | | 2018-07-29 16:53 | 0 |
| 1552 | Doomsday Engine | Feature | New | Normal | Tag 667 Compatibility Option | skyjake | 2018-10-27 15:53 | 0 |
| 1516 | Doomsday Engine | Feature | New | Normal | [Heretic]Hexen] Add Doom-like option for fast monsters | | 2018-10-27 15:56 | 0 |
| 1507 | Doomsday Engine | Feature | New | Normal | [InFine] Option to pause playing script if the game is paused | | 2017-04-03 18:48 | 0 |
| 1488 | Doomsday Engine | Feature | New | Normal | Extended Hexen fullscreen HUD | | 2019-11-29 18:49 | 0 |
| 1467 | Doomsday Engine | Feature | New | High | [XG] Incorporate vanilla line/sector types | | 2017-04-03 18:48 | 0 |
| 1459 | Doomsday Engine | Feature | New | Normal | Replacement of MT_POD unique behavior with flag | | 2019-11-29 18:49 | 0 |
| 1457 | Doomsday Engine | Feature | New | Normal | [MP] Option to choose items/weapons/ammo on spawn | | 2019-11-29 18:30 | 0 |
| 1447 | Doomsday Engine | Feature | New | Normal | Co-op player actions (giving, healing) | | 2019-11-29 19:19 | 0 |
| 1441 | Doomsday Engine | Feature | New | Low | [MP] Option: weaponstay deathmatch | | 2019-11-29 15:31 | 0 |
| 1440 | Doomsday Engine | Feature | New | Normal | Vanilla Doom collision-checking mode | | 2017-04-03 18:39 | 0 |
| 1412 | Doomsday Engine | Feature | New | Low | Camera effect: screen shaking | | 2019-11-29 19:21 | 0 |
| 1399 | Doomsday Engine | Feature | New | Normal | XG plane movers vs. normal doors | | 2017-04-03 18:48 | 0 |
| 1386 | Doomsday Engine | Feature | New | Normal | Stopping monster infighting | | 2019-11-29 18:37 | 0 |
| 1232 | Doomsday Engine | Feature | New | Low | Customisable barrel explosion damage | | 2016-08-09 10:43 | 0 |
| 1213 | Doomsday Engine | Feature | New | Normal | [MP] Respawn items in co-op and deathmatch | | 2018-07-29 16:46 | 0 |
| 1190 | Doomsday Engine | Feature | Progressed | High | External scripts for mobj behavior | skyjake | 2019-11-29 16:13 | 30 |