

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 1661 | Doomsday Engine | Bug | New | Normal | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap) | | 2019-11-29 22:58 | 0 |
| 2053 | Doomsday Engine | Feature | New | Normal | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO | | 2017-04-03 18:46 | 0 |