

## 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      |