

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2334	Doomsday Engine	Bug	New	High	Client should load server's data files when connecting via command line	skyjake	2019-12-01 22:34	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
2152	Doomsday Engine	Bug	New	Urgent	[Hexen] Afrits become stuck/invincible in multiplayer		2018-07-29 16:53	0
2064	Doomsday Engine	Bug	New	Urgent	Bugs in HeXen Multiplayer		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
2054	Doomsday Engine	Bug	New	Low	[MP] No weapon pickup notification in Hexen		2018-07-29 16:53	0
1989	Doomsday Engine	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	2018-07-29 16:53	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
1967	Doomsday Engine	Bug	New	Normal	[Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled		2018-07-29 16:53	0
1965	Doomsday Engine	Bug	New	High	[Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward		2018-07-29 16:53	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
1961	Doomsday Engine	Bug	New	Normal	Client fatal error due to invalid data received from server		2018-07-29 16:53	0
1885	Doomsday Engine	Bug	New	Normal	[Multiplayer] Incorrect player numbers in scoreboard between maps		2018-07-29 16:53	0
1089	Doomsday Engine	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
787	Doomsday Engine	Bug	New	Normal	[Co-op] Voodoo dolls not supported		2017-04-03 18:34	0
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
2335	Doomsday Engine	Feature	New	Normal	[Shell] Command line option for opening connection to a server address		2020-12-08 08:27	0
1986	Doomsday Engine	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2020-12-08 08:27	0
1658	Doomsday Engine	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2020-05-10 11:14	0
2336	Doomsday Engine	Feature	New	Normal	Comprehensive server info and metadata		2019-11-29 22:42	0
2333	Doomsday Engine	Feature	New	Normal	Extend info about server wads (filename, checksum)		2019-11-29 22:35	0
2325	Doomsday Engine	Feature	New	High	A way to vote for a specific map		2019-11-29 22:29	0
1604	Doomsday Engine	Feature	New	High	Game rules (1p and MP)		2019-11-29 21:33	20
1970	Doomsday Engine	Feature	New	Normal	Scriptable map entry/exit, cycling		2019-11-29 21:13	0
1765	Doomsday Engine	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2019-11-29 20:20	0
1614	Doomsday Engine	Feature	New	High	Improved demo recording and playback		2019-11-29 20:20	0
1764	Doomsday Engine	Feature	New	Normal	DMU 2.0: Generate network deltas		2019-11-29 20:19	0
1447	Doomsday Engine	Feature	New	Normal	Co-op player actions (giving, healing)		2019-11-29 19:19	0
1457	Doomsday Engine	Feature	New	Normal	[MP] Option to choose items/weapons/ammo on spawn		2019-11-29 18:30	0
1576	Doomsday Engine	Feature	New	Normal	[MP] Option to retain weapons+ammo after death in co-op		2019-11-29 18:28	0

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1308	Doomsday Engine	Feature	Progressed	High	Splitscreen multiplayer		2019-11-29 16:28	40
1242	Doomsday Engine	Feature	New	High	Player weapon particle muzzle flashes (for external viewers only)		2019-11-29 16:19	0
1194	Doomsday Engine	Feature	New	High	Viewing other players' cameras ("spy" command)		2019-11-29 16:14	0
1441	Doomsday Engine	Feature	New	Low	[MP] Option: weaponstay deathmatch		2019-11-29 15:31	0
1415	Doomsday Engine	Feature	New	Low	[Master Server] Allow specifying server IP manually		2019-11-29 12:50	0
1767	Doomsday Engine	Feature	New	High	Network delta profiler		2019-11-29 12:33	0
2288	Doomsday Engine	Feature	New	Normal	Configure all multiplayer game options via GUI	skyjake	2018-10-27 14:45	100
2153	Doomsday Engine	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2018-07-29 16:56	0
1962	Doomsday Engine	Feature	New	High	Revised network protocol based on libshell	skyjake	2018-07-29 16:53	0
1565	Doomsday Engine	Feature	New	High	[MP] Option to remove MP flagged weapons in co-op		2018-07-29 16:53	0
1754	Doomsday Engine	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
1401	Doomsday Engine	Feature	New	Normal	[MP] Options for retaining or acquiring items/keys/weapons at (re)spawn; allow cheats with more granularity		2018-07-29 16:46	0
1213	Doomsday Engine	Feature	New	Normal	[MP] Respawn items in co-op and deathmatch		2018-07-29 16:46	0
1202	Doomsday Engine	Feature	New	Normal	[MP] Options for Heretic co-op		2018-07-29 16:46	0