

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2450	Doomsday Engine	Bug	New	Normal	weapon stretched	Deng Team	2021-02-22 04:19	0
1008	Doomsday Engine	Bug	New	Normal	HUD weapon discrepancy (in release build?)		2017-04-03 19:00	0
1597	Doomsday Engine	Bug	New	Low	[HUD] Psprite positioning too low		2017-04-03 15:04	0
1592	Doomsday Engine	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
882	Doomsday Engine	Bug	New	Normal	Fullbright psprites and colored lighting		2017-04-03 14:59	0
729	Doomsday Engine	Bug	New	Low	Models cut off in 16:10 view ratio		2017-04-03 14:56	0
2194	Doomsday Engine	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0