Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2107	Doomsday Engine	Bug	New	Normal	[Heretic] [Hexen] Line attacks produce no sound on impact		2020-01-04 11:15	0
1648	Doomsday Engine	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2019-12-31 11:10	0
1979	Doomsday Engine	Feature	Feedback	Normal	Additional sound formats		2019-11-29 21:15	0
1529	Doomsday Engine	Feature	New	Normal	Sound affected by the world		2019-11-29 18:59	0
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1373	Doomsday Engine	Feature	New	Normal	Improved ambient sounds		2019-11-29 16:45	0
1266	Doomsday Engine	Feature	New	High	Sound decorations		2019-11-29 16:21	0
1883	Doomsday Engine	Bug	New	Normal	[MP] no teleporter sound when spawning/respawning		2019-11-26 14:51	0
1181	Doomsday Engine	Feature	New	Normal	Ambient sounds (in XG sectors)		2017-04-03 18:48	0
1744	Doomsday Engine	Bug	New	Normal	[Heretic] Waterfall sounds switch from left to right (centered in vanilla)		2017-04-03 18:33	0
1701	Doomsday Engine	Bug	New	Normal	[Doom] Map08/ExM8 sound emulation		2017-04-03 18:33	0
964	Doomsday Engine	Bug	New	Normal	[XG] Sounds ignore defined group		2017-04-03 15:01	0
566	Doomsday Engine	Bug	Progressed	Low	[Resampler] Low quality sound samples play distorted		2017-04-03 14:57	0
1091	Doomsday Engine	Bug	New	Low	No sound effect played when pressing F7 or F8		2017-04-03 14:44	0