

## Prioritized bugs

| #                 | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|-------------------|---------|------------|----------|---|-----------|------------------|--------|
| <b>Urgent (7)</b> |         |            |          |   |           |                  |        |
| 2064              | Bug     | New        | Urgent   | Bugs in HeXen Multiplayer   |           | 2018-07-29 16:53 | 0      |
| 1989              | Bug     | New        | Urgent   | Client assert fail (possible crash) if joining game during intermission                       | skyjake   | 2018-07-29 16:53 | 0      |
| 2448              | Bug     | New        | Urgent   | crashes when configuring mods an wads folder an video an audio settings.                      | Deng Team | 2021-02-16 07:57 | 0      |
| 2470              | Bug     | New        | Urgent   | File WAD cannot be played back.   | Deng Team | 2022-09-28 19:55 | 0      |
| 2152              | Bug     | New        | Urgent   | [Hexen] Afrits become stuck/invincible in multiplayer   |           | 2018-07-29 16:53 | 0      |
| 2068              | Bug     | New        | Urgent   | [HeXen] Badguys not retaining alerted status upon return to a map                             | skyjake   | 2019-11-30 08:25 | 0      |
| 778               | Bug     | Progressed | Urgent   | Gamepad usability issues  |           | 2020-05-10 11:09 | 0      |
| <b>High (31)</b>  |         |            |          |   |           |                  |        |
| 2334              | Bug     | New        | High     | Client should load server's data files when connecting via command line                       | skyjake   | 2019-12-01 22:34 | 0      |
| 908               | Bug     | New        | High     | Detail texture maximum distance ignored   |           | 2017-04-03 14:59 | 0      |
| 2021              | Bug     | New        | High     | Doom64's ingame music is severely broken  |           | 2019-11-29 21:57 | 0      |
| 1880              | Bug     | New        | High     | Key repeat rate is dependent on the user's configuration at OS level                          |           | 2017-04-03 14:10 | 0      |
| 2209              | Bug     | New        | High     | Materials do not get correctly reset when loading/unloading data files while a game is loaded | skyjake   | 2019-10-14 10:31 | 0      |
| 2042              | Bug     | New        | High     | Mobj spawning at sector boundary height should choose highest contacted floor                 |           | 2017-04-03 18:32 | 0      |
| 2048              | Bug     | New        | High     | Particle effects obscure map objects  |           | 2017-04-03 13:46 | 0      |
| 1078              | Bug     | New        | High     | Patch texture composition logic errors  |           | 2019-11-29 23:06 | 0      |
| 1015              | Bug     | New        | High     | Player getting stuck on certain walls?  |           | 2017-04-03 18:34 | 0      |
| 2382              | Bug     | New        | High     | Recognizing IWAD/PWAD files with more accuracy (using CRC-32)                                 | skyjake   | 2020-12-08 08:26 | 0      |
| 877               | Bug     | New        | High     | Texture offset anomaly  |           | 2019-11-29 23:06 | 0      |
| 2109              | Bug     | New        | High     | [Doom] "Doomsday of UAC" invisible stairs not climable  |           | 2019-11-29 23:22 | 0      |
| 2104              | Bug     | New        | High     | [Doom] Boss Brain generators incorrect position   |           | 2017-04-03 13:36 | 0      |
| 1965              | Bug     | New        | High     | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward                            |           | 2018-07-29 16:53 | 0      |
| 2326              | Bug     | New        | High     | [Doom] PRCP map32; player incorrectly spawning as camera                                      |           | 2019-11-29 22:30 | 0      |
| 1827              | Bug     | New        | High     | [Doom] Revenant infinite loop case  |           | 2019-11-27 05:51 | 0      |
| 1963              | Bug     | New        | High     | [Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)                       |           | 2018-07-29 16:53 | 0      |
| 2066              | Bug     | New        | High     | [Heretic Multiplayer] Iron Lich firewall doesn't expand                                       |           | 2018-07-29 16:53 | 0      |
| 637               | Bug     | New        | High     | [Hexen] Class change in-game causes instability, issues                                       |           | 2017-04-03 14:57 | 0      |
| 1064              | Bug     | New        | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)                                |           | 2016-11-22 14:21 | 0      |
| 883               | Bug     | New        | High     | [Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)                                    |           | 2019-11-29 23:06 | 0      |
| 1042              | Bug     | New        | High     | [Windows] Alt key and console activation  |           | 2019-11-29 23:06 | 0      |

| #    | Tracker | Status      | Priority | Subject   | Assignee | Updated          | % Done |
|------|---------|-------------|----------|---|----------|------------------|--------|
| 1041 | Bug     | New         | High     | [Windows] Pressing Alt/AltGr key confuses turning                   |          | 2019-11-29 23:06 | 0      |
| 1808 | Bug     | Progressed  | High     | New sprites in addons do not work                                   |          | 2019-11-29 23:06 | 0      |
| 1089 | Bug     | Progressed  | High     | [MP] Client cannot dismiss "Help/Info" finale                       |          | 2018-07-29 16:46 | 0      |
| 1993 | Bug     | Feedback    | High     | Switching maps while XG lines are active causes seg fault           | vermil   | 2017-04-03 13:55 | 0      |
| 1876 | Bug     | In Progress | High     | [XG] Floor chains appear infunfunctional                            | skyjake  | 2019-11-26 21:18 | 10     |
| 1821 | Bug     | Progressed  | High     | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere) | skyjake  | 2019-11-30 08:25 | 10     |
| 921  | Bug     | Progressed  | High     | Blockmap-defined Linedef crossing order                             |          | 2019-11-29 23:06 | 30     |
| 251  | Bug     | Progressed  | High     | [Doom] Nightmare monsters sometimes not fast                        |          | 2019-11-29 22:58 | 50     |
| 2446 | Bug     | Resolved    | High     | [Heretic] Sky texture is stretched and only partially visible       | skyjake  | 2021-01-31 19:12 | 100    |