

Prioritized bugs

| # | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|-------------------|---------|------------|----------|---|-----------|------------------|--------|
| Urgent (7) | | | | | | | |
| 2068 | Bug | New | Urgent | [HeXen] Badguys not retaining alerted status upon return to a map | skyjake | 2019-11-30 08:25 | 0 |
| 1989 | Bug | New | Urgent | Client assert fail (possible crash) if joining game during intermission | skyjake | 2018-07-29 16:53 | 0 |
| 2064 | Bug | New | Urgent | Bugs in HeXen Multiplayer | | 2018-07-29 16:53 | 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 |
| 2448 | Bug | New | Urgent | crashes when configuring mods an wads folder an video an audio settings. | Deng Team | 2021-02-16 07:57 | 0 |
| 778 | Bug | Progressed | Urgent | Gamepad usability issues | | 2020-05-10 11:09 | 0 |
| High (31) | | | | | | | |
| 637 | Bug | New | High | [Hexen] Class change in-game causes instability, issues | | 2017-04-03 14:57 | 0 |
| 877 | Bug | New | High | Texture offset anomaly | | 2019-11-29 23:06 | 0 |
| 883 | Bug | New | High | [Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull) | | 2019-11-29 23:06 | 0 |
| 908 | Bug | New | High | Detail texture maximum distance ignored | | 2017-04-03 14:59 | 0 |
| 1015 | Bug | New | High | Player getting stuck on certain walls? | | 2017-04-03 18:34 | 0 |
| 1041 | Bug | New | High | [Windows] Pressing Alt/AltGr key confuses turning | | 2019-11-29 23:06 | 0 |
| 1880 | Bug | New | High | Key repeat rate is dependent on the user's configuration at OS level | | 2017-04-03 14:10 | 0 |
| 1965 | Bug | New | High | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward | | 2018-07-29 16:53 | 0 |
| 1042 | Bug | New | High | [Windows] Alt key and console activation | | 2019-11-29 23:06 | 0 |
| 1064 | Bug | New | High | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine) | | 2016-11-22 14:21 | 0 |
| 1078 | Bug | New | High | Patch texture composition logic errors | | 2019-11-29 23:06 | 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 |
| 2021 | Bug | New | High | Doom64's ingame music is severely broken | | 2019-11-29 21:57 | 0 |
| 2066 | Bug | New | High | [Heretic Multiplayer] Iron Lich firewall doesn't expand | | 2018-07-29 16:53 | 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 |
| 2334 | Bug | New | High | Client should load server's data files when connecting via command line | skyjake | 2019-12-01 22:34 | 0 |
| 2104 | Bug | New | High | [Doom] Boss Brain generators incorrect position | | 2017-04-03 13:36 | 0 |
| 2109 | Bug | New | High | [Doom] "Doomsday of UAC" invisible stairs not climable | | 2019-11-29 23:22 | 0 |
| 2326 | Bug | New | High | [Doom] PRCP map32; player incorrectly spawning as camera | | 2019-11-29 22:30 | 0 |

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|------|---------|-------------|----------|---|----------|------------------|--------|
| 2382 | Bug | New | High | Recognizing IWAD/PWAD files with more accuracy (using CRC-32) | skyjake | 2020-12-08 08:26 | 0 |
| 1993 | Bug | Feedback | High | Switching maps while XG lines are active causes seg fault | vermil | 2017-04-03 13:55 | 0 |
| 1089 | Bug | Progressed | High | [MP] Client cannot dismiss "Help/Info" finale | | 2018-07-29 16:46 | 0 |
| 1808 | Bug | Progressed | High | New sprites in addons do not work | | 2019-11-29 23:06 | 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 |