Prioritized bugs

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
Urgent (7)							
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
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
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
778	Bug	Progressed	Urgent	Gamepad usability issues		2020-05-10 11:09	0
High (31)							
2446	Bug	Resolved	High	[Heretic] Sky texture is stretched and only partially visible	skyjake	2021-01-31 19:12	100
251	Bug	Progressed	High	[Doom] Nightmare monsters sometimes not fast		2019-11-29 22:58	50
921	Bug	Progressed	High	Blockmap-defined Linedef crossing order		2019-11-29 23:06	30
1876	Bug	In Progress	High	[XG] Floor chains appear infunctional	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
1064	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
2104	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	0
2048	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
1880	Bug	New	High	Key repeat rate is dependent on the user's configuration at OS level		2017-04-03 14:10	0
637	Bug	New	High	[Hexen] Class change in-game causes instability, issues		2017-04-03 14:57	0
908	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
2042	Bug	New	High	Mobj spawning at sector boundary height should choose highest contacted floor		2017-04-03 18:32	0
1015	Bug	New	High	Player getting stuck on certain walls?		2017-04-03 18:34	0
1965	Bug	New	High	[Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward		2018-07-29 16:53	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
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
1827	Bug	New	High	[Doom] Revenant infinite loop case		2019-11-27 05:51	0
2021	Bug	New	High	Doom64's ingame music is severely broken		2019-11-29 21:57	0
2326	Bug	New	High	[Doom] PRCP map32; player incorrectly spawning as camera		2019-11-29 22:30	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

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1041	Bug	New	High	[Windows] Pressing Alt/AltGr key confuses turning		2019-11-29 23:06	0
1042	Bug	New	High	[Windows] Alt key and console activation		2019-11-29 23:06	0
1078	Bug	New	High	Patch texture composition logic errors		2019-11-29 23:06	0
2109	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2019-11-29 23:22	0
2334	Bug	New	High	Client should load server's data files when connecting via command line	skyjake	2019-12-01 22:34	0
2382	Bug	New	High	Recognizing IWAD/PWAD files with more accuracy (using CRC-32)	skyjake	2020-12-08 08:26	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
1993	Bug	Feedback	High	Switching maps while XG lines are active causes seg fault	vermil	2017-04-03 13:55	0