No target

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
Urgent (1)							
2470	Bug	New	Urgent	File WAD cannot be played back.	Deng Team	2022-09-28 19:55	0
Normal (24)							
2473	Bug	New	Normal	ubuntu 24.04 - Segmentation fault - QSocketNotifier: Can only be used with threads started with QThread	Deng Team	2024-08-20 08:20	0
2471	Bug	New	Normal	Custom fog values are reset to default values when the "reset" command is used	Deng Team	2023-12-10 06:44	0
2469	Feature	New	Normal	NVIDIA RTX Ray Tracing Support	Deng Team	2022-08-30 04:21	0
2468	Bug	New	Normal	build with openGL ES (-DDENG_OPENGL_API=GLES3) is broken	Deng Team	2022-02-02 10:14	0
2467	Bug	New	Normal	Mods in Multiplayer	Deng Team	2021-10-23 18:51	0
2466	Bug	New	Normal	Counters	Deng Team	2021-10-23 18:38	0
2465	Feature	New	Normal	Keeping arsenal in coop	Deng Team	2021-10-23 18:36	0
2464	Bug	New	Normal	Player's weapon problem in multiplayer	Deng Team	2021-10-23 15:11	0
2462	Bug	New	Normal	Cannot Load any Cranium or Dr Sleep Master Levels	Deng Team	2021-08-07 06:15	0
2457	Bug	New	Normal	Can't change sound settings in Manjaro linux	Deng Team	2021-04-27 16:26	0
2453	Feature	New	Normal	head bobbing model.weapon.* simple scale factor	Deng Team	2021-03-15 02:17	0
2451	Bug	New	Normal	ringing sound	skyjake	2021-02-18 07:25	0
2445	Bug	New	Normal	Doomsday Crashes When Loading Master Levels for Doom II	Deng Team	2021-08-07 06:00	0
2438	Bug	New	Normal	Support for non vanilla length hubs	Deng Team	2020-12-10 19:12	0
2437	Bug	New	Normal	Application terminated due to exception: std::bad_alloc	Deng Team	2020-12-06 17:29	0
2422	Bug	New	Normal	Sprite clipping as in Software mode (it already done before in Strife Veteran Edition)	Deng Team	2020-04-24 11:09	0
2420	Feature	New	Normal	Heretic: new visual effects, light decorations and particle generators	Deng Team	2020-04-18 00:57	0
2416	Other	New	Normal	doomsday not launching (note the other post doomsday n was an error)	Deng Team	2020-02-23 15:17	0
2414	Bug	New	Normal	Doomsday parses subfolders regardless of the position of the "Subdirs" switch in the "Data Files" window	Deng Team	2020-02-08 14:18	0
2407	Feature	New	Normal	"follow / no follow" in the automap settings	Deng Team	2020-01-28 01:23	0
2398	Bug	New	Normal	Incorrect texture mapping	Deng Team	2020-01-07 15:57	0
2391	Feature	New	Normal	[SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback	Deng Team	2020-01-03 05:00	0
2323	Bug	New	Normal	Saved games are deleted after opening game		2019-11-29 22:26	0
2304	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2019-12-31 11:05	0
Lowest (1)							
2421	Bug	New	Lowest	Multiplayer "zombie player" voodoo spawnspot	Deng Team	2020-04-19 15:46	0