

## No target

| #                  | Tracker | Status | Priority | Subject  | Assignee  | Updated          | % Done |
|--------------------|---------|--------|----------|--|-----------|------------------|--------|
| <b>Urgent (1)</b>  |         |        |          |  |           |                  |        |
| 2470               | Bug     | New    | Urgent   | File WAD cannot be played back.  | Deng Team | 2022-09-28 19:55 | 0      |
| <b>Normal (23)</b> |         |        |          |  |           |                  |        |
| 2407               | Feature | New    | Normal   | "follow / no follow" in the automap settings   | Deng Team | 2020-01-28 01:23 | 0      |
| 2437               | Bug     | New    | Normal   | Application terminated due to exception: std::bad_alloc  | Deng Team | 2020-12-06 17:29 | 0      |
| 2468               | Bug     | New    | Normal   | build with openGL ES (-DDENG_OPENGL_API=GLES3) is broken   | Deng Team | 2022-02-02 10:14 | 0      |
| 2457               | Bug     | New    | Normal   | Can't change sound settings in Manjaro linux   | Deng Team | 2021-04-27 16:26 | 0      |
| 2462               | Bug     | New    | Normal   | Cannot Load any Cranium or Dr Sleep Master Levels  | Deng Team | 2021-08-07 06:15 | 0      |
| 2466               | Bug     | New    | Normal   | Counters   | Deng Team | 2021-10-23 18:38 | 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      |
| 2445               | Bug     | New    | Normal   | Doomsday Crashes When Loading Master Levels for Doom II  | Deng Team | 2021-08-07 06:00 | 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      |
| 2453               | Feature | New    | Normal   | head bobbing model.weapon.* simple scale factor  | Deng Team | 2021-03-15 02:17 | 0      |
| 2420               | Feature | New    | Normal   | Heretic: new visual effects, light decorations and particle generators                                   | Deng Team | 2020-04-18 00:57 | 0      |
| 2398               | Bug     | New    | Normal   | Incorrect texture mapping  | Deng Team | 2020-01-07 15:57 | 0      |
| 2465               | Feature | New    | Normal   | Keeping arsenal in coop  | Deng Team | 2021-10-23 18:36 | 0      |
| 2467               | Bug     | New    | Normal   | Mods in Multiplayer  | Deng Team | 2021-10-23 18:51 | 0      |
| 2469               | Feature | New    | Normal   | NVIDIA RTX Ray Tracing Support   | Deng Team | 2022-08-30 04:21 | 0      |
| 2304               | Feature | New    | Normal   | OGG/FLAC custom loop tags  | skyjake   | 2019-12-31 11:05 | 0      |
| 2464               | Bug     | New    | Normal   | Player's weapon problem in multiplayer   | Deng Team | 2021-10-23 15:11 | 0      |
| 2451               | Bug     | New    | Normal   | ringing sound  | skyjake   | 2021-02-18 07:25 | 0      |
| 2323               | Bug     | New    | Normal   | Saved games are deleted after opening game   |           | 2019-11-29 22:26 | 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      |
| 2438               | Bug     | New    | Normal   | Support for non vanilla length hubs  | Deng Team | 2020-12-10 19:12 | 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      |
| <b>Lowest (1)</b>  |         |        |          |  |           |                  |        |
| 2421               | Bug     | New    | Lowest   | Multiplayer "zombie player" voodoo spawnspot   | Deng Team | 2020-04-19 15:46 | 0      |