

## Chronological bugs

| #    | Status | Priority | Subject  | Assignee  | Created          | Target version             |
|------|--------|----------|--|-----------|------------------|----------------------------|
| 2472 | New    | Normal   | Build errors with LTO (Gentoo)   | Deng Team | 2024-04-06 09:39 | Build system and tools     |
| 2471 | New    | Normal   | Custom fog values are reset to default values when the "reset" command is used                           | Deng Team | 2023-12-10 06:44 |                            |
| 2470 | New    | Urgent   | File WAD cannot be played back.  | Deng Team | 2022-09-28 19:55 |                            |
| 2468 | New    | Normal   | build with OpenGL ES (-DDENG_OPENGL_API=GLLES3) is broken  | Deng Team | 2022-01-03 09:39 |                            |
| 2467 | New    | Normal   | Mods in Multiplayer  | Deng Team | 2021-10-23 18:51 |                            |
| 2466 | New    | Normal   | Counters   | Deng Team | 2021-10-23 18:38 |                            |
| 2464 | New    | Normal   | Player's weapon problem in multiplayer   | Deng Team | 2021-10-23 15:11 |                            |
| 2463 | New    | Normal   | Game controllers   | skyjake   | 2021-09-02 23:15 | Input and game controllers |
| 2462 | New    | Normal   | Cannot Load any Cranium or Dr Sleep Master Levels  | Deng Team | 2021-08-07 06:15 |                            |
| 2458 | New    | Normal   | 2.3.1 stable: changing audio backend while game is running hangs doomsday                                | skyjake   | 2021-04-29 11:32 | 2.3.x                      |
| 2457 | New    | Normal   | Can't change sound settings in Manjaro linux   | Deng Team | 2021-04-27 16:26 |                            |
| 2456 | New    | Normal   | Stable 2.3.1 linux: audio output is not saved  | skyjake   | 2021-04-14 19:27 | 2.3.x                      |
| 2454 | New    | Normal   | Map geometry is garbled in 2.3.X on Fedora 33  | Deng Team | 2021-03-20 14:05 | 2.3.x                      |
| 2452 | New    | Normal   | Clip code error  | Deng Team | 2021-02-19 18:33 | Vanilla / Gameplay         |
| 2451 | New    | Normal   | ringing sound  | skyjake   | 2021-02-17 23:00 |                            |
| 2450 | New    | Normal   | weapon stretched   | Deng Team | 2021-02-17 16:28 | Rendering                  |
| 2448 | New    | Urgent   | crashes when configuring mods an wads folder an video an audio settings.                                 | Deng Team | 2021-02-01 20:55 | 2.3.x                      |
| 2445 | New    | Normal   | Doomsday Crashes When Loading Master Levels for Doom II  | Deng Team | 2021-01-24 14:10 |                            |
| 2444 | New    | Normal   | doom2-nerve: misaligned textures on map05  | skyjake   | 2021-01-14 11:30 | 3.0                        |
| 2443 | New    | Normal   | [3.0] External textures load process ignores game id subfolders  | skyjake   | 2021-01-14 07:59 | 3.0                        |
| 2440 | New    | Normal   | [2.3] Render Hack Regressions  | skyjake   | 2021-01-11 09:07 | 2.3.x                      |
| 2438 | New    | Normal   | Support for non vanilla length hubs  | Deng Team | 2020-12-10 19:12 |                            |
| 2437 | New    | Normal   | Application terminated due to exception: std::bad_alloc  | Deng Team | 2020-12-04 23:56 |                            |
| 2435 | New    | Normal   | Plutonia: invisible bridges: wrong floor texture placement   | skyjake   | 2020-11-17 12:42 | 2.3.x                      |
| 2432 | New    | Normal   | Hexen: Heresiarch is very fast on Chantry (HEXDD)  | skyjake   | 2020-09-21 10:17 | 2.3.x                      |
| 2429 | New    | Normal   | Hexen: item is used after load game  | Deng Team | 2020-09-07 15:37 | 2.3.x                      |
| 2428 | New    | Normal   | Hexen: inconsistent saves  | Deng Team | 2020-09-07 15:34 | 2.3.x                      |
| 2422 | New    | Normal   | Sprite clipping as in Software mode (it already done before in Strife Veteran Edition)                   | Deng Team | 2020-04-24 11:09 |                            |
| 2421 | New    | Lowest   | Multiplayer "zombie player" voodoo spawnspot   | Deng Team | 2020-04-19 15:39 |                            |
| 2414 | 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 |                            |
| 2404 | New    | Normal   | REKKR compatibility issues   | skyjake   | 2020-01-22 06:32 | Modding                    |

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| 2399 | New    | Normal   | [Render hack] TNT map21: Transparent doors  | skyjake   | 2020-01-13 07:10 | 2.3.x                      |
| 2398 | New    | Normal   | Incorrect texture mapping   | Deng Team | 2020-01-07 15:57 |                            |
| 2388 | New    | Normal   | [Heretic] Stuck monsters can close the "open stay" door                                       | Deng Team | 2019-12-31 09:48 | Modding                    |
| 2386 | New    | Normal   | [Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector)         | skyjake   | 2019-12-31 08:55 | 2.3.x                      |
| 2385 | New    | Normal   | [Heretic] Deactivating a one-time teleport  | Deng Team | 2019-12-31 08:54 | Modding                    |
| 2382 | New    | High     | Recognizing IWAD/PWAD files with more accuracy (using CRC-32)                                 | skyjake   | 2019-12-27 12:52 | 2.3.x                      |
| 2367 | New    | Low      | [Unix] If directory "/usr/share/doomsday/data" exists, core packages not found                | skyjake   | 2019-12-11 06:09 | 2.3.x                      |
| 2363 | New    | Normal   | Light Amplification powerup doesn't affect psprite 3D models                                  | skyjake   | 2019-12-06 06:22 | 2.3.x                      |
| 2350 | New    | Low      | [Doom] Status bar drawing glitch in Doom Registered v1.1                                      | skyjake   | 2019-11-02 21:29 | Vanilla / Gameplay         |
| 2334 | New    | High     | Client should load server's data files when connecting via command line                       | skyjake   | 2019-06-24 14:40 | 2.3.x                      |
| 2332 | New    | Normal   | Duplicate server entries on master-server   |           | 2019-06-24 14:39 | Multiplayer                |
| 2331 | New    | Normal   | Server doesn't check wads (connecting via command line)                                       |           | 2019-06-24 14:37 | Multiplayer                |
| 2329 | New    | Normal   | Gnome Icon  |           | 2019-05-01 19:32 | 3.0                        |
| 2328 | New    | Low      | Not all official releases of IWADs are recognized (e.g., older than v1.9)                     | skyjake   | 2019-04-25 03:08 | 2.3.x                      |
| 2326 | New    | High     | [Doom] PRCP map32; player incorrectly spawning as camera                                      |           | 2019-04-06 15:47 | Modding                    |
| 2324 | New    | Normal   | Sky texture issue upon MOD loading/unloading in game  |           | 2019-03-24 22:24 | Modding                    |
| 2323 | New    | Normal   | Saved games are deleted after opening game  |           | 2019-03-10 23:38 |                            |
| 2310 | New    | Low      | [UI] Metadata text wrapping: should force-break very long words in Package Info popup         | skyjake   | 2018-12-18 15:26 | 2.3.x                      |
| 2308 | New    | Normal   | [UI] Package tags need to wrap to multiple lines  | skyjake   | 2018-12-16 16:13 | 2.3.x                      |
| 2301 | New    | Normal   | Restart playing MIDI music using new soundfont after changing soundfont in Settings           |           | 2018-12-11 21:13 | 2.3.x                      |
| 2282 | New    | Normal   | Doom64 Absolution uncaught exception  |           | 2018-09-10 12:44 | Modding                    |
| 2265 | New    | Normal   | [Windows] Improved fullscreen Alt-Tab / focus lost behavior                                   | skyjake   | 2017-10-30 07:29 | Input and game controllers |
| 2262 | New    | Normal   | [Hexen] Quest switches in Griffin Chapel aren't working                                       | skyjake   | 2017-08-08 06:50 | Vanilla / Gameplay         |
| 2259 | New    | Normal   | Mouse unusable on ArchLinux with Gnome / Wayland  |           | 2017-07-23 16:26 | 3.0                        |
| 2258 | New    | Normal   | [Doom] Falling through 3D bridges   |           | 2017-07-21 03:40 | Vanilla / Gameplay         |
| 2257 | New    | Normal   | FIREBLU texture replacements blink in Doom II   |           | 2017-07-17 04:19 | Rendering                  |
| 2256 | New    | Normal   | Sky clipping through ceiling  |           | 2017-07-06 16:05 | Rendering                  |
| 2253 | New    | Normal   | [Doom] Arch-vile sprite disappears when resurrecting a monster                                | skyjake   | 2017-07-01 02:09 | Vanilla / Gameplay         |
| 2239 | New    | Normal   | HUD Frost shards from XARP changing their Zoffset if instantly fire after switching           | skyjake   | 2017-04-05 01:07 | Rendering                  |
| 2236 | New    | Normal   | Hitscan issues  | skyjake   | 2017-04-04 03:16 | Vanilla / Gameplay         |
| 2235 | New    | Normal   | Afrits sometimes become invisible when frozen   | skyjake   | 2017-04-03 20:08 | 2.3.x                      |
| 2233 | New    | Normal   | Fov 160 issues with texture filtering   | skyjake   | 2017-04-03 11:10 | Rendering                  |
| 2209 | New    | High     | Materials do not get correctly reset when loading/unloading data files while a game is loaded | skyjake   | 2017-03-05 12:12 | 2.3.x                      |

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|------|--------|----------|---|-----------|------------------|----------------------------|
| 2194 | New    | Normal   | Enhanced player weapon 3D model animations (VR compatible)  |           | 2017-01-19 10:34 | Rendering                  |
| 2180 | New    | Normal   | Task bar shows only partially (Intel Mobility)  |           | 2016-10-10 05:51 | Rendering                  |
| 2152 | New    | Urgent   | [Hexen] Afrits become stuck/invincible in multiplayer   |           | 2016-03-27 07:49 | Multiplayer                |
| 2120 | New    | Normal   | Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional)                     |           | 2015-10-11 22:17 | Modding                    |
| 2118 | New    | Normal   | [HeXen] Possible mishandling of sector effect 200 (sky textures)  |           | 2015-10-08 23:29 | Vanilla / Gameplay         |
| 2117 | New    | Normal   | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)                                      |           | 2015-10-08 21:24 | Vanilla / Gameplay         |
| 2109 | New    | High     | [Doom] "Doomsday of UAC" invisible stairs not climable  |           | 2015-08-08 22:46 | Vanilla / Gameplay         |
| 2107 | New    | Normal   | [Heretic] [Hexen] Line attacks produce no sound on impact   |           | 2015-08-03 12:02 | Modding                    |
| 2104 | New    | High     | [Doom] Boss Brain generators incorrect position   |           | 2015-07-29 10:07 | Rendering                  |
| 2097 | New    | Normal   | [Doom] Lost Soul bouncing accuracy in Ultimate Doom   |           | 2015-07-03 01:17 | Vanilla / Gameplay         |
| 2096 | New    | Low      | [Heretic] [HeXen] hud number one offset   |           | 2015-06-20 22:07 | Rendering                  |
| 2094 | New    | Normal   | Incorrect "Pillar-Door Statue" model direction in some cases in Heretic                                       | skyjake   | 2015-06-19 16:02 | Rendering                  |
| 2091 | New    | Normal   | State Particles won't start for Afrit in some cases (Hexen)   | Deng Team | 2015-06-15 20:38 | Rendering                  |
| 2090 | New    | Normal   | Missile with no death state error   |           | 2015-06-13 22:25 | Modding                    |
| 2084 | New    | Low      | "title" music (external source, ogg format) is played incorrectly (with noise at start) for heretic and hexen |           | 2015-06-08 03:02 | Modding                    |
| 2068 | New    | Urgent   | [HeXen] Badguys not retaining alerted status upon return to a map   | skyjake   | 2015-05-21 10:46 | Vanilla / Gameplay         |
| 2067 | New    | Normal   | [Heretic Multiplayer] Inventory doesn't auto scroll if can't use item   |           | 2015-05-20 16:25 | Multiplayer                |
| 2066 | New    | High     | [Heretic Multiplayer] Iron Lich firewall doesn't expand   |           | 2015-05-20 16:21 | Multiplayer                |
| 2065 | New    | Normal   | [Heretic Multiplayer] Wings of Wrath bugs   |           | 2015-05-20 16:18 | Multiplayer                |
| 2064 | New    | Urgent   | Bugs in HeXen Multiplayer   |           | 2015-05-20 12:07 | Multiplayer                |
| 2056 | New    | Normal   | Moving platforms sound origin incorrect   |           | 2015-05-16 10:47 | Vanilla / Gameplay         |
| 2055 | New    | Normal   | [MP] Multiple instances can't connect to a local server   |           | 2015-05-16 10:46 | Multiplayer                |
| 2054 | New    | Low      | [MP] No weapon pickup notification in Hexen   |           | 2015-05-16 10:44 | Multiplayer                |
| 2048 | New    | High     | Particle effects obscure map objects  |           | 2015-05-13 03:50 | Rendering                  |
| 2042 | New    | High     | Mobj spawning at sector boundary height should choose highest contacted floor                                 |           | 2015-05-09 20:59 | Vanilla / Gameplay         |
| 2041 | New    | Normal   | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}  |           | 2015-05-09 00:15 | Rendering                  |
| 2027 | New    | Normal   | Doom64TC map is missing 'on' textures for switches  |           | 2015-05-03 00:46 | Modding                    |
| 2021 | New    | High     | Doom64's ingame music is severely broken  |           | 2015-04-30 18:52 | Modding                    |
| 2013 | New    | Normal   | [Doom] Pain Elemental Vanilla/Boom compatibility option   |           | 2015-04-08 17:05 | Vanilla / Gameplay         |
| 2012 | New    | Normal   | [Doom] Boom bug in Memento Mori II  |           | 2015-04-08 17:01 | Modding                    |
| 2007 | New    | Normal   | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces  |           | 2015-03-30 18:26 | Vanilla / Gameplay         |
| 2000 | New    | Normal   | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes)                      |           | 2015-03-20 09:18 | Vanilla / Gameplay         |
| 1999 | New    | Normal   | Window focus/close events ignored during busy mode (should defer)   |           | 2015-03-18 15:25 | Input and game controllers |

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| 1989 | New    | Urgent   | Client assert fail (possible crash) if joining game during intermission                | skyjake  | 2015-03-08 17:04 | Multiplayer                |
| 1988 | New    | Normal   | [MP] When spawning on a weapon, weapon fires at speed of pistol                        |          | 2015-03-08 02:10 | Multiplayer                |
| 1981 | New    | Normal   | Alerts can be opened in Busy mode, causing occasional visual artifacts                 |          | 2015-02-18 11:54 | Input and game controllers |
| 1980 | New    | Low      | Client should refuse to use the same userdir as another already running client         |          | 2015-02-16 00:19 | 2.3.x                      |
| 1972 | New    | Normal   | [MP] Fast-moving planes not always reach destination on client-side                    |          | 2015-02-11 18:44 | Multiplayer                |
| 1968 | New    | Low      | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly) |          | 2015-02-11 11:10 | Rendering                  |
| 1967 | New    | Normal   | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled                    |          | 2015-02-11 11:07 | Multiplayer                |
| 1965 | New    | High     | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward                     |          | 2015-02-11 10:57 | Multiplayer                |
| 1963 | New    | High     | [Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)                |          | 2015-02-11 10:46 | Multiplayer                |
| 1961 | New    | Normal   | Client fatal error due to invalid data received from server                            |          | 2015-02-11 10:11 | Multiplayer                |
| 1958 | New    | Normal   | Help infine clash with already playing infine  |          | 2015-01-30 23:54 | Rendering                  |
| 1957 | New    | Low      | [Doom] God Mode cheat doesn't respect Values def                                       |          | 2015-01-30 20:18 | Modding                    |
| 1942 | New    | Low      | About dialog contents clipping vs -fontsize  |          | 2015-01-12 21:02 | Rendering                  |
| 1928 | New    | Normal   | GameSession: ThingArchive::serialIdFor: Thing archive exhausted!                       |          | 2014-12-11 22:52 | Rendering                  |
| 1925 | New    | Normal   | [Doom] Values def can't change nightmare skill level option                            |          | 2014-12-04 22:34 | Modding                    |
| 1923 | New    | Normal   | PNG textures render as solid black (embedded in WAD)                                   |          | 2014-12-04 13:55 | Modding                    |
| 1921 | New    | Normal   | [Doom] No screen wipe from map to post map InFine                                      |          | 2014-12-04 00:37 | Vanilla / Gameplay         |
| 1897 | New    | Low      | Slightly different sprite clipping in Dday versus vanilla                              |          | 2014-11-12 11:41 | Vanilla / Gameplay         |
| 1894 | New    | Normal   | [Heretic] Map that relies on original footclipping                                     |          | 2014-11-04 00:29 | Vanilla / Gameplay         |
| 1893 | New    | Low      | Automap drawing difference to original games   |          | 2014-11-04 00:17 | Vanilla / Gameplay         |
| 1885 | New    | Normal   | [Multiplayer] Incorrect player numbers in scoreboard between maps                      |          | 2014-10-19 19:53 | Multiplayer                |
| 1883 | New    | Normal   | [MP] no teleporter sound when spawning/respawning                                      |          | 2014-10-19 19:50 | Multiplayer                |
| 1880 | New    | High     | Key repeat rate is dependent on the user's configuration at OS level                   |          | 2014-10-16 23:50 | Input and game controllers |
| 1863 | New    | Low      | [automap] line updating  |          | 2014-09-09 12:22 | Rendering                  |
| 1858 | New    | Low      | 0 tic/time handling  |          | 2014-08-22 11:08 | Modding                    |
| 1828 | New    | Low      | Tutorial doesn't claim mouse after clicking during launch                              |          | 2014-06-19 13:12 | Input and game controllers |
| 1827 | New    | High     | [Doom] Revenant infinite loop case   |          | 2014-06-19 00:01 | Vanilla / Gameplay         |
| 1819 | New    | Normal   | Mobj Particles won't start.  |          | 2014-06-02 19:02 | Rendering                  |
| 1816 | New    | Normal   | First sound played at map start up erroneously doesn't play                            |          | 2014-05-30 11:58 | Modding                    |
| 1815 | New    | Normal   | Screen wipe still smoothed with Vanilla renderer profile (console transition)          |          | 2014-05-27 19:20 | Rendering                  |
| 1783 | New    | Normal   | Ambient occlusion crosses sectors with different heights                               |          | 2014-04-25 15:39 | Rendering                  |
| 1744 | New    | Normal   | [Heretic] Waterfall sounds switch from left to right (centered in vanilla)             |          | 2014-04-08 22:00 | Vanilla / Gameplay         |
| 1735 | New    | Low      | Doom2 PWAD save games use level name from IWAD   |          | 2014-03-13 03:08 | User interface             |

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|------|--------|----------|---|----------|------------------|----------------------------|
| 1723 | New    | Normal   | [Value def's] impossible to remove pistol                         |          | 2014-02-02 22:26 | Modding                    |
| 1718 | New    | Low      | Inventory item display/selection issues                           |          | 2014-01-25 01:02 | Modding                    |
| 1709 | New    | Low      | Infine events interfere with taskbar                              |          | 2014-01-07 20:56 | Input and game controllers |
| 1701 | New    | Normal   | [Doom] Map08/ExM8 sound emulation                                 |          | 2014-01-03 17:03 | Vanilla / Gameplay         |
| 1661 | New    | Normal   | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap) |          | 2013-11-11 09:06 | Vanilla / Gameplay         |
| 1660 | New    | Normal   | Player start near wall leads to misplaced player                  |          | 2013-11-10 22:08 | Modding                    |
| 1644 | New    | Lowest   | [HeXen beta demo] Should have Heretic crush behaviour             |          | 2013-10-28 20:45 | Vanilla / Gameplay         |
| 1631 | New    | Low      | Doom 2 finale: animation speeds for the Cast                      |          | 2013-10-22 12:44 | Rendering                  |
| 1598 | New    | Low      | Strange vertical view bobbing when running into walls             |          | 2013-10-18 11:08 | Vanilla / Gameplay         |
| 1597 | New    | Low      | [HUD] Psprite positioning too low                                 |          | 2013-10-18 11:06 | Rendering                  |
| 1593 | New    | Low      | [Doom] Excess state in rocket explosion                           |          | 2013-10-18 10:58 | Modding                    |
| 1592 | New    | Low      | [HUD] Weapon lower animation briefly restarts                     |          | 2013-10-18 10:57 | Rendering                  |
| 1130 | New    | Low      | Mana bars on the statusbar ignore opacity                         |          | 2013-08-05 09:09 | Rendering                  |
| 1129 | New    | Normal   | Various mobj Z movement clipping bugs                             |          | 2013-08-05 08:49 | Vanilla / Gameplay         |
| 1126 | New    | Normal   | MD2 model render pop  |          | 2013-07-25 09:28 | Rendering                  |
| 1125 | New    | Low      | Handling missing OpenGL support during launch                     |          | 2013-07-25 01:25 | Rendering                  |
| 1096 | New    | Normal   | [Doom] Red shadows in status bar font                             |          | 2012-10-19 14:19 | Rendering                  |
| 1092 | New    | Low      | [Chex/HacX] Weapon names in Controls menu                         |          | 2012-10-03 19:20 | Modding                    |
| 1091 | New    | Low      | No sound effect played when pressing F7 or F8                     |          | 2012-09-26 18:05 | Input and game controllers |
| 1088 | New    | Low      | [Hexen] Hud doesn't switch to INRED graphics when low on health   |          | 2012-09-02 21:25 | Rendering                  |
| 1083 | New    | Normal   | In-game window contents resizing glitches                         |          | 2012-08-28 17:53 | Rendering                  |
| 1081 | New    | Low      | [Doom] Chainsaw sounds do not match original game                 |          | 2012-08-28 17:39 | Vanilla / Gameplay         |
| 1078 | New    | High     | Patch texture composition logic errors                            |          | 2012-08-25 02:28 | Vanilla / Gameplay         |
| 1076 | New    | Normal   | [Doom] 3d movement option broken                                  |          | 2012-08-12 21:54 | Vanilla / Gameplay         |
| 1069 | New    | Normal   | Default background colour for holes in splash screens             |          | 2012-07-23 07:54 | Rendering                  |
| 1067 | New    | Low      | White player arrow missing on automap                             |          | 2012-07-21 02:36 | Rendering                  |
| 1064 | New    | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)    |          | 2012-07-09 22:27 | Modding                    |
| 1063 | New    | Normal   | Flash state models offset incorrectly in 16:10                    |          | 2012-07-03 12:05 | Rendering                  |
| 1059 | New    | Normal   | [Heretic] Health counter jumps up and down                        |          | 2012-06-24 17:05 | Rendering                  |
| 1058 | New    | Low      | [Heretic] D'sparil only supports up to 256 teleporter spots       |          | 2012-06-20 16:12 | Modding                    |
| 1045 | New    | Low      | [Hexen] Moving platform sound loops while menu open               |          | 2012-05-17 11:24 | Vanilla / Gameplay         |
| 1042 | New    | High     | [Windows] Alt key and console activation                          |          | 2012-05-15 08:16 | 3.0                        |
| 1041 | New    | High     | [Windows] Pressing Alt/AltGr key confuses turning                 |          | 2012-05-15 07:57 | 3.0                        |

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| 1032 | New    | Normal   | [Heretic] Badguy auto/raise lower to camera                  |          | 2012-04-24 09:31 | Modding            |
| 1031 | New    | Normal   | Shootable triggers and freelook                              |          | 2012-04-20 13:31 | Modding            |
| 1015 | New    | High     | Player getting stuck on certain walls?                       |          | 2012-03-31 07:58 | Vanilla / Gameplay |
| 1008 | New    | Normal   | HUD weapon discrepancy (in release build?)                   |          | 2012-03-09 21:17 | Vanilla / Gameplay |
| 1007 | New    | Normal   | [Doom] Sound emitter overlap handling                        |          | 2012-03-09 12:08 | Vanilla / Gameplay |
| 1004 | New    | Normal   | [Hexen] 3D Tree_Destructive appearance is incorrect          |          | 2012-03-05 13:48 | Rendering          |
| 997  | New    | Normal   | [Hexen] Player gets stuck in turning polyobjs                |          | 2012-03-04 12:18 | Vanilla / Gameplay |
| 995  | New    | Low      | [Doom] Shotgun Guy drops multiple Shotguns?                  |          | 2012-03-04 10:30 | Modding            |
| 975  | New    | Normal   | [Doom] Armour Helmets full bright                            |          | 2011-11-16 12:59 | Vanilla / Gameplay |
| 972  | New    | Normal   | [Doom] Lost Souls infinite Z height                          |          | 2011-10-25 19:54 | Modding            |
| 970  | New    | Low      | [Doom] Evil Eye height issue                                 |          | 2011-10-19 09:03 | Modding            |
| 968  | New    | Normal   | [Doom] Mancubus attacks and high Z height differences        |          | 2011-09-12 12:32 | Vanilla / Gameplay |
| 967  | New    | Low      | Sprite angling incorrect at sharp angles                     |          | 2011-09-12 12:14 | Rendering          |
| 964  | New    | Normal   | [XG] Sounds ignore defined group                             |          | 2011-06-17 07:48 | Modding            |
| 963  | New    | Normal   | "spawnmobj" baddies auto wake up in area the player has shot |          | 2011-06-13 20:18 | Modding            |
| 959  | New    | Normal   | [Doom] Crushed bad guys and tag666                           |          | 2011-03-31 15:01 | Vanilla / Gameplay |
| 925  | New    | Normal   | [Doom] Map32: Secret exit quirk not replicated               |          | 2010-07-09 09:19 | Vanilla / Gameplay |
| 919  | New    | Normal   | [Doom] Blast damage algorithm                                |          | 2010-06-10 08:56 | Vanilla / Gameplay |
| 918  | New    | Low      | Particles and looking up/down sharply                        |          | 2010-06-09 13:09 | Rendering          |
| 915  | New    | Low      | [Hexen] Wraithverge Ghosts incorrectly full bright           |          | 2010-06-03 20:15 | Vanilla / Gameplay |
| 910  | New    | Normal   | Flat tiling error with custom flats                          |          | 2010-05-30 14:41 | Rendering          |
| 909  | New    | Normal   | [Hexen] Tiny difference in Ettin behaviour                   |          | 2010-05-27 12:44 | Vanilla / Gameplay |
| 908  | New    | High     | Detail texture maximum distance ignored                      |          | 2010-05-11 23:31 | Rendering          |
| 883  | New    | High     | [Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)   |          | 2010-04-03 00:44 | Rendering          |
| 882  | New    | Normal   | Fullbright psprites and colored lighting                     |          | 2010-03-31 15:46 | Rendering          |
| 877  | New    | High     | Texture offset anomaly                                       |          | 2010-03-21 11:42 | Vanilla / Gameplay |
| 787  | New    | Normal   | [Co-op] Voodoo dolls not supported                           |          | 2009-09-26 09:08 | Vanilla / Gameplay |
| 753  | New    | Lowest   | [Hexen] Invincible Afrits                                    |          | 2009-08-31 19:34 | Modding            |
| 729  | New    | Low      | Models cut off in 16:10 view ratio                           |          | 2009-07-13 22:03 | Rendering          |
| 684  | New    | Normal   | Sprites moving up if their bottom intersects the floor       |          | 2009-05-07 10:15 | Vanilla / Gameplay |
| 671  | New    | Normal   | [Heretic] Enemy missile spreads have incorrect vertical aim  |          | 2009-04-14 16:28 | Modding            |
| 669  | New    | Low      | 0 tic state issues   |          | 2009-04-14 12:43 | Modding            |
| 665  | New    | Low      | [Heretic] Some missiles should not splash                    |          | 2009-04-13 19:07 | Modding            |

| #    | Status      | Priority | Subject   | Assignee  | Created          | Target version             |
|------|-------------|----------|---|-----------|------------------|----------------------------|
| 637  | New         | High     | [Hexen] Class change in-game causes instability, issues                                 |           | 2009-03-02 22:04 | Modding                    |
| 613  | New         | Low      | [InFine] Inadvertent background animation   |           | 2009-02-25 22:42 | Rendering                  |
| 552  | New         | Normal   | Ambient occlusion on middle surfaces of 2-sided lines                                   |           | 2008-10-24 11:52 | Rendering                  |
| 514  | New         | Low      | Light decoration placement on planes if origin is incident with a sector boundary       |           | 2008-05-29 10:23 | Rendering                  |
| 511  | New         | Normal   | [Heretic Hexen] Torch fix not applied (low ceiling)                                     |           | 2008-04-24 09:20 | Rendering                  |
| 388  | New         | Low      | Missile speeds (steep vertical angles)  |           | 2006-12-18 00:22 | Modding                    |
| 263  | New         | Normal   | Particles rendered at wrong height  |           | 2005-11-07 18:36 | Rendering                  |
| 10   | New         | Normal   | [InFine] Line spacing for text  |           | 2013-10-11 12:18 | Rendering                  |
| 2436 | In Progress | Normal   | Incompatibility with the new M1   | skyjake   | 2020-11-24 12:51 | 2.3.1                      |
| 2376 | In Progress | Low      | Map geometry is garbled using GCC 5 on Fedora   | skyjake   | 2019-12-23 07:52 | Build system and tools     |
| 2370 | In Progress | Normal   | [2.3 Unstable] Render Hack Regressions  | skyjake   | 2019-12-14 21:12 | Rendering                  |
| 2354 | In Progress | Normal   | Compatibility with TNT: Revulution (MAP30)  | skyjake   | 2019-11-26 15:49 | Modding                    |
| 1876 | In Progress | High     | [XG] Floor chains appear infunfunctional  | skyjake   | 2014-10-11 11:08 | Modding                    |
| 2085 | Progressed  | Normal   | [Dehacked] Sprite name table patches not supported (Crashes)                            |           | 2015-06-08 08:39 | Modding                    |
| 2025 | Progressed  | Normal   | Doom64TC does not have a fully functional HUD   | rhargrave | 2015-05-02 23:12 | Modding                    |
| 2017 | Progressed  | Normal   | Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding | skyjake   | 2015-04-29 23:10 | Build system and tools     |
| 1952 | Progressed  | Normal   | Eternal Doom MAP26 malformed map hack causing memory release error                      |           | 2015-01-27 20:57 | Modding                    |
| 1929 | Progressed  | Normal   | Sprite priority handling  |           | 2014-12-12 20:31 | Modding                    |
| 1821 | Progressed  | High     | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere)                     | skyjake   | 2014-06-14 12:22 | Vanilla / Gameplay         |
| 1808 | Progressed  | High     | New sprites in addons do not work   |           | 2014-05-20 10:40 | Modding                    |
| 1734 | Progressed  | Low      | Games' Help InFine scripts have no sounds   |           | 2014-03-11 12:42 | Vanilla / Gameplay         |
| 1606 | Progressed  | Normal   | M_THERMM and HUD message font replacement   |           | 2013-10-19 16:53 | Modding                    |
| 1591 | Progressed  | Low      | [BSP] Fully overlapped map geometry is not always split                                 |           | 2013-10-18 10:55 | Modding                    |
| 1104 | Progressed  | Normal   | Replacement flats VS texture animations   |           | 2012-12-18 14:50 | Modding                    |
| 1089 | Progressed  | High     | [MP] Client cannot dismiss "Help/Info" finale   |           | 2012-09-18 10:48 | Multiplayer                |
| 966  | Progressed  | Normal   | [Doom] Use of CWILV graphics on automap   |           | 2011-07-20 17:20 | Rendering                  |
| 921  | Progressed  | High     | Blockmap-defined Linedef crossing order   |           | 2010-06-22 23:07 | Vanilla / Gameplay         |
| 778  | Progressed  | Urgent   | Gamepad usability issues  |           | 2009-09-17 16:56 | Input and game controllers |
| 566  | Progressed  | Low      | [Resampler] Low quality sound samples play distorted                                    |           | 2008-11-06 21:14 | Modding                    |
| 287  | Progressed  | Low      | Changes to BLOOD states ignored   |           | 2006-05-31 08:44 | Modding                    |
| 251  | Progressed  | High     | [Doom] Nightmare monsters sometimes not fast  |           | 2005-08-23 00:27 | Vanilla / Gameplay         |
| 2455 | Resolved    | Normal   | rpm package requires libfluidsynth.so.1 but Fedora 33 provides libfluidsynth.so.2 only  | Deng Team | 2021-03-20 14:23 | Build system and tools     |
| 2447 | Resolved    | Normal   | [Hexen] Sky texture is not tall enough  | skyjake   | 2021-02-01 09:27 | 2.3.1                      |

| #    | Status   | Priority | Subject   | Assignee  | Created          | Target version             |
|------|----------|----------|---|-----------|------------------|----------------------------|
| 2446 | Resolved | High     | [Heretic] Sky texture is stretched and only partially visible               | skyjake   | 2021-01-31 15:00 | 2.3.1                      |
| 2442 | Resolved | Low      | Plane texture misalignment with non-64x64 size                              | skyjake   | 2021-01-13 22:06 | 2.3.1                      |
| 2431 | Resolved | Normal   | Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only | skyjake   | 2020-09-21 00:47 | Build system and tools     |
| 2337 | Feedback | Normal   | No doom II can be selected from the master list in the server tab           | tacgnol   | 2019-06-26 04:35 | 2.3.x                      |
| 1993 | Feedback | High     | Switching maps while XG lines are active causes seg fault                   | vermil    | 2015-03-12 12:51 | Modding                    |
| 1915 | Feedback | Lowest   | Click-to-focus also handled as UI click                                     | Deng Team | 2014-11-28 11:31 | Input and game controllers |
| 1817 | Feedback | Normal   | Premap infine and preplaying music oversight                                | vermil    | 2014-05-30 12:03 | Modding                    |