Chronological bugs

#	Status	Priority	Subject	Assignee	Created	Target version
2473	New	Normal	ubuntu 24.04 - Segmentation fault - QSocketNotifier: Can only be used with threads started with QThread	Deng Team	2024-07-16 23:19	
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=GLES3) 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	

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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
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

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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
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 boucing 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

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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
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

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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
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

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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
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

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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
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: Revilution (MAP30)	skyjake	2019-11-26 15:49	Modding
1876	In Progress	High	[XG] Floor chains appear infunctional	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

#	Status	Priority	Subject	Assignee	Created	Target version
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
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