

## Doomsday Engine - Open bugs

| #                 | Tracker | Status      | Priority | Subject   | Assignee  | Updated          | % Done |
|-------------------|---------|-------------|----------|---|-----------|------------------|--------|
| <b>Urgent (7)</b> |         |             |          |   |           |                  |        |
| 2470              | Bug     | New         | Urgent   | File WAD cannot be played back.   | Deng Team | 2022-09-28 19:55 | 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      |
| 778               | Bug     | Progressed  | Urgent   | Gamepad usability issues  |           | 2020-05-10 11:09 | 0      |
| 2068              | Bug     | New         | Urgent   | [HeXen] Badguys not retaining alerted status upon return to a map                             | skyjake   | 2019-11-30 08:25 | 0      |
| 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      |
| <b>High (31)</b>  |         |             |          |   |           |                  |        |
| 2446              | Bug     | Resolved    | High     | [Heretic] Sky texture is stretched and only partially visible                                 | skyjake   | 2021-01-31 19:12 | 100    |
| 2382              | Bug     | New         | High     | Recognizing IWAD/PWAD files with more accuracy (using CRC-32)                                 | skyjake   | 2020-12-08 08:26 | 0      |
| 2334              | Bug     | New         | High     | Client should load server's data files when connecting via command line                       | skyjake   | 2019-12-01 22:34 | 0      |
| 1821              | Bug     | Progressed  | High     | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere)                           | skyjake   | 2019-11-30 08:25 | 10     |
| 2109              | Bug     | New         | High     | [Doom] "Doomsday of UAC" invisible stairs not climable  |           | 2019-11-29 23:22 | 0      |
| 1808              | Bug     | Progressed  | High     | New sprites in addons do not work   |           | 2019-11-29 23:06 | 0      |
| 1078              | Bug     | New         | High     | Patch texture composition logic errors  |           | 2019-11-29 23:06 | 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      |
| 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      |
| 921               | Bug     | Progressed  | High     | Blockmap-defined Linedef crossing order   |           | 2019-11-29 23:06 | 30     |
| 251               | Bug     | Progressed  | High     | [Doom] Nightmare monsters sometimes not fast  |           | 2019-11-29 22:58 | 50     |
| 2326              | Bug     | New         | High     | [Doom] PRCP map32; player incorrectly spawning as camera                                      |           | 2019-11-29 22:30 | 0      |
| 2021              | Bug     | New         | High     | Doom64's ingame music is severely broken  |           | 2019-11-29 21:57 | 0      |
| 1827              | Bug     | New         | High     | [Doom] Revenant infinite loop case  |           | 2019-11-27 05:51 | 0      |
| 1876              | Bug     | In Progress | High     | [XG] Floor chains appear infunfunctional  | skyjake   | 2019-11-26 21:18 | 10     |
| 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      |
| 2066              | Bug     | New         | High     | [Heretic Multiplayer] Iron Lich firewall doesn't expand                                       |           | 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      |
| 1965              | Bug     | New         | High     | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward                            |           | 2018-07-29 16:53 | 0      |
| 1089              | Bug     | Progressed  | High     | [MP] Client cannot dismiss "Help/Info" finale   |           | 2018-07-29 16:46 | 0      |

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|---------------------|---------|-------------|----------|---|-----------|------------------|--------|
| 1015                | Bug     | New         | High     | Player getting stuck on certain walls?  |           | 2017-04-03 18:34 | 0      |
| 2042                | Bug     | New         | High     | Mobj spawning at sector boundary height should choose highest contacted floor                           |           | 2017-04-03 18:32 | 0      |
| 908                 | Bug     | New         | High     | Detail texture maximum distance ignored   |           | 2017-04-03 14:59 | 0      |
| 637                 | Bug     | New         | High     | [Hexen] Class change in-game causes instability, issues   |           | 2017-04-03 14:57 | 0      |
| 1880                | Bug     | New         | High     | Key repeat rate is dependent on the user's configuration at OS level                                    |           | 2017-04-03 14:10 | 0      |
| 1993                | Bug     | Feedback    | High     | Switching maps while XG lines are active causes seg fault   | vermil    | 2017-04-03 13:55 | 0      |
| 2048                | Bug     | New         | High     | Particle effects obscure map objects  |           | 2017-04-03 13:46 | 0      |
| 2104                | Bug     | New         | High     | [Doom] Boss Brain generators incorrect position   |           | 2017-04-03 13:36 | 0      |
| 1064                | Bug     | New         | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)  |           | 2016-11-22 14:21 | 0      |
| <b>Normal (145)</b> |         |             |          |   |           |                  |        |
| 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      |
| 2472                | Bug     | New         | Normal   | Build errors with LTO (Gentoo)  | Deng Team | 2024-04-06 09:40 | 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      |
| 2468                | Bug     | New         | Normal   | build with openGL ES (-DDENG_OPENGL_API=GL3) is broken  | Deng Team | 2022-02-02 10:14 | 0      |
| 2455                | Bug     | Resolved    | Normal   | rpm package requires libfluidsynth.so.1 but Fedora 33 provides libfluidsynth.so.2 only                  | Deng Team | 2021-11-20 00:26 | 100    |
| 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      |
| 2464                | Bug     | New         | Normal   | Player's weapon problem in multiplayer  | Deng Team | 2021-10-23 15:11 | 0      |
| 2463                | Bug     | New         | Normal   | Game controllers  | skyjake   | 2021-09-02 23:15 | 0      |
| 2462                | Bug     | New         | Normal   | Cannot Load any Cranium or Dr Sleep Master Levels   | Deng Team | 2021-08-07 06:15 | 0      |
| 2445                | Bug     | New         | Normal   | Doomsday Crashes When Loading Master Levels for Doom II   | Deng Team | 2021-08-07 06:00 | 0      |
| 2431                | Bug     | Resolved    | Normal   | Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only                             | skyjake   | 2021-07-31 09:51 | 100    |
| 2458                | Bug     | New         | Normal   | 2.3.1 stable: changing audio backend while game is running hangs doomsday                               | skyjake   | 2021-04-29 11:32 | 0      |
| 2457                | Bug     | New         | Normal   | Can't change sound settings in Manjaro linux  | Deng Team | 2021-04-27 16:26 | 0      |
| 2456                | Bug     | New         | Normal   | Stable 2.3.1 linux: audio output is not saved   | skyjake   | 2021-04-14 19:27 | 0      |
| 2454                | Bug     | New         | Normal   | Map geometry is garbled in 2.3.X on Fedora 33   | Deng Team | 2021-03-23 10:45 | 0      |
| 2450                | Bug     | New         | Normal   | weapon stretched  | Deng Team | 2021-02-22 04:19 | 0      |
| 2452                | Bug     | New         | Normal   | Clip code error   | Deng Team | 2021-02-19 18:33 | 0      |
| 2451                | Bug     | New         | Normal   | ringing sound   | skyjake   | 2021-02-18 07:25 | 0      |
| 2436                | Bug     | In Progress | Normal   | Incompatibility with the new M1   | skyjake   | 2021-02-03 13:32 | 100    |
| 2447                | Bug     | Resolved    | Normal   | [Hexen] Sky texture is not tall enough  | skyjake   | 2021-02-01 09:27 | 100    |
| 2440                | Bug     | New         | Normal   | [2.3] Render Hack Regressions   | skyjake   | 2021-01-24 10:20 | 0      |

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|------|---------|-------------|----------|--|-----------|------------------|--------|
| 2444 | Bug     | New         | Normal   | doom2-nerve: misaligned textures on map05  | skyjake   | 2021-01-14 11:30 | 0      |
| 2443 | Bug     | New         | Normal   | [3.0] External textures load process ignores game id subfolders  | skyjake   | 2021-01-14 07:59 | 0      |
| 2438 | Bug     | New         | Normal   | Support for non vanilla length hubs  | Deng Team | 2020-12-10 19:12 | 0      |
| 2363 | Bug     | New         | Normal   | Light Amplification powerup doesn't affect psprite 3D models   | skyjake   | 2020-12-08 08:26 | 0      |
| 2435 | Bug     | New         | Normal   | Plutonia: invisible bridges: wrong floor texture placement   | skyjake   | 2020-12-08 08:26 | 0      |
| 2386 | Bug     | New         | Normal   | [Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector)                    | skyjake   | 2020-12-08 08:26 | 0      |
| 2399 | Bug     | New         | Normal   | [Render hack] TNT map21: Transparent doors   | skyjake   | 2020-12-08 08:26 | 0      |
| 2428 | Bug     | New         | Normal   | Hexen: inconsistent saves  | Deng Team | 2020-12-07 15:34 | 0      |
| 2429 | Bug     | New         | Normal   | Hexen: item is used after load game  | Deng Team | 2020-12-07 15:34 | 0      |
| 2432 | Bug     | New         | Normal   | Hexen: Heresiarch is very fast on Chantry (HEXDD)  | skyjake   | 2020-12-07 15:34 | 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      |
| 2262 | Bug     | New         | Normal   | [Hexen] Quest switches in Griffin Chapel aren't working  | skyjake   | 2020-04-03 00:22 | 0      |
| 2370 | Bug     | In Progress | Normal   | [2.3 Unstable] Render Hack Regressions   | skyjake   | 2020-02-23 15:13 | 90     |
| 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      |
| 2404 | Bug     | New         | Normal   | REKKR compatibility issues   | skyjake   | 2020-01-22 06:33 | 0      |
| 2398 | Bug     | New         | Normal   | Incorrect texture mapping  | Deng Team | 2020-01-07 15:57 | 0      |
| 2107 | Bug     | New         | Normal   | [Heretic] [Hexen] Line attacks produce no sound on impact  |           | 2020-01-04 11:15 | 0      |
| 2388 | Bug     | New         | Normal   | [Heretic] Stuck monsters can close the "open stay" door  | Deng Team | 2020-01-01 21:52 | 0      |
| 2385 | Bug     | New         | Normal   | [Heretic] Deactivating a one-time teleport   | Deng Team | 2020-01-01 21:52 | 0      |
| 2354 | Bug     | In Progress | Normal   | Compatibility with TNT: Revilution (MAP30)   | skyjake   | 2019-12-18 21:41 | 50     |
| 2337 | Bug     | Feedback    | Normal   | No doom II can be selected from the master list in the server tab  | tacgnol   | 2019-12-01 22:33 | 0      |
| 2235 | Bug     | New         | Normal   | Afrits sometimes become invisible when frozen  | skyjake   | 2019-12-01 22:27 | 0      |
| 2308 | Bug     | New         | Normal   | [UI] Package tags need to wrap to multiple lines   | skyjake   | 2019-12-01 22:23 | 0      |
| 2301 | Bug     | New         | Normal   | Restart playing MIDI music using new soundfont after changing soundfont in Settings                      |           | 2019-12-01 21:47 | 0      |
| 552  | Bug     | New         | Normal   | Ambient occlusion on middle surfaces of 2-sided lines  |           | 2019-11-30 08:05 | 0      |
| 2258 | Bug     | New         | Normal   | [Doom] Falling through 3D bridges  |           | 2019-11-29 23:20 | 0      |
| 2085 | Bug     | Progressed  | Normal   | [Dehacked] Sprite name table patches not supported (Crashes)   |           | 2019-11-29 23:06 | 0      |
| 1929 | Bug     | Progressed  | Normal   | Sprite priority handling   |           | 2019-11-29 23:06 | 0      |
| 1952 | Bug     | Progressed  | Normal   | Eternal Doom MAP26 malformed map hack causing memory release error                                       |           | 2019-11-29 23:06 | 0      |
| 2056 | Bug     | New         | Normal   | Moving platforms sound origin incorrect  |           | 2019-11-29 23:01 | 0      |
| 1076 | Bug     | New         | Normal   | [Doom] 3d movement option broken   |           | 2019-11-29 22:58 | 0      |
| 1129 | Bug     | New         | Normal   | Various mobj Z movement clipping bugs  |           | 2019-11-29 22:58 | 0      |

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|------|---------|------------|----------|---|-----------|------------------|--------|
| 1661 | Bug     | New        | Normal   | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap)                       |           | 2019-11-29 22:58 | 0      |
| 997  | Bug     | New        | Normal   | [Hexen] Player gets stuck in turning polyobjs   |           | 2019-11-29 22:58 | 0      |
| 1007 | Bug     | New        | Normal   | [Doom] Sound emitter overlap handling   |           | 2019-11-29 22:58 | 0      |
| 2332 | Bug     | New        | Normal   | Duplicate server entries on master-server   |           | 2019-11-29 22:33 | 0      |
| 2324 | Bug     | New        | Normal   | Sky texture issue upon MOD loading/unloading in game                                    |           | 2019-11-29 22:31 | 0      |
| 2331 | Bug     | New        | Normal   | Server doesn't check wads (connecting via command line)                                 |           | 2019-11-29 22:31 | 0      |
| 2323 | Bug     | New        | Normal   | Saved games are deleted after opening game  |           | 2019-11-29 22:26 | 0      |
| 2027 | Bug     | New        | Normal   | Doom64TC map is missing 'on' textures for switches                                      |           | 2019-11-29 21:58 | 0      |
| 2025 | Bug     | Progressed | Normal   | Doom64TC does not have a fully functional HUD   | rhargrave | 2019-11-29 21:57 | 80     |
| 1883 | Bug     | New        | Normal   | [MP] no teleporter sound when spawning/respawning                                       |           | 2019-11-26 14:51 | 0      |
| 2329 | Bug     | New        | Normal   | Gnome Icon  |           | 2019-10-14 10:28 | 0      |
| 2017 | Bug     | Progressed | Normal   | Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding | skyjake   | 2018-11-19 15:18 | 50     |
| 1815 | Bug     | New        | Normal   | Screen wipe still smoothed with Vanilla renderer profile (console transition)           |           | 2018-11-05 17:31 | 0      |
| 2282 | Bug     | New        | Normal   | Doom64 Absolution uncaught exception  |           | 2018-11-05 08:48 | 0      |
| 2236 | Bug     | New        | Normal   | Hitscan issues  | skyjake   | 2018-10-27 16:09 | 0      |
| 2253 | Bug     | New        | Normal   | [Doom] Arch-vile sprite disappears when resurrecting a monster                          | skyjake   | 2018-10-27 16:09 | 0      |
| 2233 | Bug     | New        | Normal   | Fov 160 issues with texture filtering   | skyjake   | 2018-10-27 16:08 | 0      |
| 2265 | Bug     | New        | Normal   | [Windows] Improved fullscreen Alt-Tab / focus lost behavior                             | skyjake   | 2018-10-27 16:03 | 0      |
| 2007 | Bug     | New        | Normal   | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces                  |           | 2018-10-27 15:53 | 0      |
| 2065 | Bug     | New        | Normal   | [Heretic Multiplayer] Wings of Wrath bugs   |           | 2018-07-29 16:53 | 0      |
| 2067 | Bug     | New        | Normal   | [Heretic Multiplayer] Inventory doesn't auto scroll if can't use item                   |           | 2018-07-29 16:53 | 0      |
| 1988 | Bug     | New        | Normal   | [MP] When spawning on a weapon, weapon fires at speed of pistol                         |           | 2018-07-29 16:53 | 0      |
| 2055 | Bug     | New        | Normal   | [MP] Multiple instances can't connect to a local server                                 |           | 2018-07-29 16:53 | 0      |
| 1967 | Bug     | New        | Normal   | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled                     |           | 2018-07-29 16:53 | 0      |
| 1972 | Bug     | New        | Normal   | [MP] Fast-moving planes not always reach destination on client-side                     |           | 2018-07-29 16:53 | 0      |
| 1885 | Bug     | New        | Normal   | [Multiplayer] Incorrect player numbers in scoreboard between maps                       |           | 2018-07-29 16:53 | 0      |
| 1961 | Bug     | New        | Normal   | Client fatal error due to invalid data received from server                             |           | 2018-07-29 16:53 | 0      |
| 2259 | Bug     | New        | Normal   | Mouse unusable on ArchLinux with Gnome / Wayland  |           | 2018-07-29 16:44 | 0      |
| 2256 | Bug     | New        | Normal   | Sky clipping through ceiling  |           | 2017-07-18 11:02 | 0      |
| 2257 | Bug     | New        | Normal   | FIREBLU texture replacements blink in Doom II   |           | 2017-07-18 11:01 | 0      |
| 2239 | Bug     | New        | Normal   | HUD Frost shards from XARP changing their Zoffset if instantly fire after switching     | skyjake   | 2017-04-10 21:01 | 0      |
| 1008 | Bug     | New        | Normal   | HUD weapon discrepancy (in release build?)  |           | 2017-04-03 19:00 | 0      |
| 2118 | Bug     | New        | Normal   | [HeXen] Possible mishandling of sector effect 200 (sky textures)                        |           | 2017-04-03 18:34 | 0      |

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|------|---------|------------|----------|--|----------|------------------|--------|
| 787  | Bug     | New        | Normal   | [Co-op] Voodoo dolls not supported   |          | 2017-04-03 18:34 | 0      |
| 909  | Bug     | New        | Normal   | [Hexen] Tiny difference in Ettin behaviour   |          | 2017-04-03 18:34 | 0      |
| 919  | Bug     | New        | Normal   | [Doom] Blast damage algorithm  |          | 2017-04-03 18:34 | 0      |
| 925  | Bug     | New        | Normal   | [Doom] Map32: Secret exit quirk not replicated   |          | 2017-04-03 18:34 | 0      |
| 959  | Bug     | New        | Normal   | [Doom] Crushed bad guys and tag666   |          | 2017-04-03 18:34 | 0      |
| 968  | Bug     | New        | Normal   | [Doom] Mancubus attacks and high Z height differences                                    |          | 2017-04-03 18:34 | 0      |
| 2117 | Bug     | New        | Normal   | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)                 |          | 2017-04-03 18:33 | 0      |
| 1744 | Bug     | New        | Normal   | [Heretic] Waterfall sounds switch from left to right (centered in vanilla)               |          | 2017-04-03 18:33 | 0      |
| 1894 | Bug     | New        | Normal   | [Heretic] Map that relies on original footclipping                                       |          | 2017-04-03 18:33 | 0      |
| 2000 | Bug     | New        | Normal   | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes) |          | 2017-04-03 18:33 | 0      |
| 2013 | Bug     | New        | Normal   | [Doom] Pain Elemental Vanilla/Boom compatibility option                                  |          | 2017-04-03 18:33 | 0      |
| 2097 | Bug     | New        | Normal   | [Doom] Lost Soul bouncing accuracy in Ultimate Doom                                      |          | 2017-04-03 18:33 | 0      |
| 1701 | Bug     | New        | Normal   | [Doom] Map08/ExM8 sound emulation  |          | 2017-04-03 18:33 | 0      |
| 1921 | Bug     | New        | Normal   | [Doom] No screen wipe from map to post map InFine  |          | 2017-04-03 18:32 | 0      |
| 684  | Bug     | New        | Normal   | Sprites moving up if their bottom intersects the floor                                   |          | 2017-04-03 18:32 | 0      |
| 975  | Bug     | New        | Normal   | [Doom] Armour Helmets full bright  |          | 2017-04-03 18:32 | 0      |
| 263  | Bug     | New        | Normal   | Particles rendered at wrong height   |          | 2017-04-03 15:08 | 0      |
| 963  | Bug     | New        | Normal   | "spawnmobj" baddies auto wake up in area the player has shot                             |          | 2017-04-03 15:01 | 0      |
| 964  | Bug     | New        | Normal   | [XG] Sounds ignore defined group   |          | 2017-04-03 15:01 | 0      |
| 910  | Bug     | New        | Normal   | Flat tiling error with custom flats  |          | 2017-04-03 14:59 | 0      |
| 882  | Bug     | New        | Normal   | Fullbright psprites and colored lighting   |          | 2017-04-03 14:59 | 0      |
| 671  | Bug     | New        | Normal   | [Heretic] Enemy missile spreads have incorrect vertical aim                              |          | 2017-04-03 14:57 | 0      |
| 966  | Bug     | Progressed | Normal   | [Doom] Use of CWILV graphics on automap  |          | 2017-04-03 14:56 | 50     |
| 511  | Bug     | New        | Normal   | [Heretic Hexen] Torch fix not applied (low ceiling)                                      |          | 2017-04-03 14:56 | 0      |
| 972  | Bug     | New        | Normal   | [Doom] Lost Souls infinite Z height  |          | 2017-04-03 14:55 | 0      |
| 1004 | Bug     | New        | Normal   | [Hexen] 3D Tree_Destructive appearance is incorrect                                      |          | 2017-04-03 14:50 | 0      |
| 1031 | Bug     | New        | Normal   | Shootable triggers and freelook  |          | 2017-04-03 14:46 | 0      |
| 1032 | Bug     | New        | Normal   | [Heretic] Badguy auto/raise lower to camera  |          | 2017-04-03 14:46 | 0      |
| 1059 | Bug     | New        | Normal   | [Heretic] Health counter jumps up and down   |          | 2017-04-03 14:44 | 0      |
| 1063 | Bug     | New        | Normal   | Flash state models offset incorrectly in 16:10   |          | 2017-04-03 14:44 | 0      |
| 1083 | Bug     | New        | Normal   | In-game window contents resizing glitches  |          | 2017-04-03 14:43 | 0      |
| 1096 | Bug     | New        | Normal   | [Doom] Red shadows in status bar font  |          | 2017-04-03 14:43 | 0      |
| 1069 | Bug     | New        | Normal   | Default background colour for holes in splash screens                                    |          | 2017-04-03 14:43 | 0      |

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| 1104            | Bug     | Progressed  | Normal   | Replacement flats VS texture animations   |           | 2017-04-03 14:43 | 0      |
| 10              | Bug     | New         | Normal   | [InFine] Line spacing for text  |           | 2017-04-03 14:41 | 0      |
| 1126            | Bug     | New         | Normal   | MD2 model render pop  |           | 2017-04-03 14:41 | 0      |
| 1660            | Bug     | New         | Normal   | Player start near wall leads to misplaced player  |           | 2017-04-03 14:40 | 0      |
| 1606            | Bug     | Progressed  | Normal   | M_THERMM and HUD message font replacement   |           | 2017-04-03 14:40 | 0      |
| 1723            | Bug     | New         | Normal   | [Value def's] impossible to remove pistol   |           | 2017-04-03 14:34 | 0      |
| 1783            | Bug     | New         | Normal   | Ambient occlusion crosses sectors with different heights                                  |           | 2017-04-03 14:23 | 0      |
| 2180            | Bug     | New         | Normal   | Task bar shows only partially (Intel Mobility)  |           | 2017-04-03 14:19 | 0      |
| 1816            | Bug     | New         | Normal   | First sound played at map start up erroneously doesn't play                               |           | 2017-04-03 14:17 | 0      |
| 1817            | Bug     | Feedback    | Normal   | Premap infine and preplaying music oversight  | vermil    | 2017-04-03 14:17 | 0      |
| 1819            | Bug     | New         | Normal   | Mobj Particles won't start.   |           | 2017-04-03 14:16 | 0      |
| 1925            | Bug     | New         | Normal   | [Doom] Values def can't change nightmare skill level option                               |           | 2017-04-03 14:04 | 0      |
| 1928            | Bug     | New         | Normal   | GameSession: ThingArchive::serialIdFor: Thing archive exhausted!                          |           | 2017-04-03 14:04 | 0      |
| 1958            | Bug     | New         | Normal   | Help infine clash with already playing infine   |           | 2017-04-03 14:01 | 0      |
| 1981            | Bug     | New         | Normal   | Alerts can be opened in Busy mode, causing occasional visual artifacts                    |           | 2017-04-03 13:59 | 0      |
| 1999            | Bug     | New         | Normal   | Window focus/close events ignored during busy mode (should defer)                         |           | 2017-04-03 13:55 | 0      |
| 2012            | Bug     | New         | Normal   | [Doom] Boom bug in Memento Mori II  |           | 2017-04-03 13:50 | 0      |
| 2041            | Bug     | New         | Normal   | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}                          |           | 2017-04-03 13:48 | 0      |
| 2090            | Bug     | New         | Normal   | Missile with no death state error   |           | 2017-04-03 13:42 | 0      |
| 2091            | Bug     | New         | Normal   | State Particles won't start for Afrit in some cases (Hexen)                               | Deng Team | 2017-04-03 13:40 | 0      |
| 2094            | Bug     | New         | Normal   | Incorrect "Pillar-Door Statue" model direction in some cases in Heretic                   | skyjake   | 2017-04-03 13:39 | 0      |
| 2120            | Bug     | New         | Normal   | Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional) |           | 2017-04-03 13:32 | 0      |
| 2194            | Bug     | New         | Normal   | Enhanced player weapon 3D model animations (VR compatible)                                |           | 2017-01-19 10:34 | 0      |
| 1923            | Bug     | New         | Normal   | PNG textures render as solid black (embedded in WAD)                                      |           | 2016-10-27 12:51 | 0      |
| <b>Low (50)</b> |         |             |          |   |           |                  |        |
| 2376            | Bug     | In Progress | Low      | Map geometry is garbled using GCC 5 on Fedora   | skyjake   | 2021-10-10 22:20 | 0      |
| 2442            | Bug     | Resolved    | Low      | Plane texture misalignment with non-64x64 size  | skyjake   | 2021-01-13 22:06 | 100    |
| 2328            | Bug     | New         | Low      | Not all official releases of IWADs are recognized (e.g., older than v1.9)                 | skyjake   | 2020-12-08 08:26 | 0      |
| 2367            | Bug     | New         | Low      | [Unix] If directory "/usr/share/doomsday/data" exists, core packages not found            | skyjake   | 2020-12-08 08:26 | 0      |
| 2350            | Bug     | New         | Low      | [Doom] Status bar drawing glitch in Doom Registered v1.1                                  | skyjake   | 2020-01-03 06:48 | 0      |
| 2310            | Bug     | New         | Low      | [UI] Metadata text wrapping: should force-break very long words in Package Info popup     | skyjake   | 2019-12-01 22:25 | 0      |
| 1980            | Bug     | New         | Low      | Client should refuse to use the same userdir as another already running client            |           | 2019-12-01 21:52 | 0      |

| #    | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|---------|------------|----------|---|----------|------------------|--------|
| 1591 | Bug     | Progressed | Low      | [BSP] Fully overlapped map geometry is not always split                           |          | 2019-11-30 08:06 | 50     |
| 287  | Bug     | Progressed | Low      | Changes to BLOOD states ignored   |          | 2019-11-29 23:04 | 0      |
| 1735 | Bug     | New        | Low      | Doom2 PWAD save games use level name from IWAD                                    |          | 2019-11-29 22:59 | 0      |
| 1081 | Bug     | New        | Low      | [Doom] Chainsaw sounds do not match original game                                 |          | 2019-11-29 22:58 | 0      |
| 1598 | Bug     | New        | Low      | Strange vertical view bobbing when running into walls                             |          | 2019-11-29 22:58 | 0      |
| 1045 | Bug     | New        | Low      | [Hexen] Moving platform sound loops while menu open                               |          | 2019-11-29 22:58 | 0      |
| 1858 | Bug     | New        | Low      | 0 tic/time handling   |          | 2019-11-29 21:05 | 0      |
| 2054 | Bug     | New        | Low      | [MP] No weapon pickup notification in Hexen                                       |          | 2018-07-29 16:53 | 0      |
| 1734 | Bug     | Progressed | Low      | Games' Help InFine scripts have no sounds   |          | 2017-04-03 18:33 | 10     |
| 1893 | Bug     | New        | Low      | Automap drawing difference to original games                                      |          | 2017-04-03 18:32 | 0      |
| 1897 | Bug     | New        | Low      | Slightly different sprite clipping in Dday versus vanilla                         |          | 2017-04-03 18:32 | 0      |
| 915  | Bug     | New        | Low      | [Hexen] Wraithverge Ghosts incorrectly full bright                                |          | 2017-04-03 18:32 | 0      |
| 388  | Bug     | New        | Low      | Missile speeds (steep vertical angles)  |          | 2017-04-03 15:07 | 0      |
| 1592 | Bug     | New        | Low      | [HUD] Weapon lower animation briefly restarts                                     |          | 2017-04-03 15:04 | 0      |
| 1597 | Bug     | New        | Low      | [HUD] Psprite positioning too low   |          | 2017-04-03 15:04 | 0      |
| 970  | Bug     | New        | Low      | [Doom] Evil Eye height issue  |          | 2017-04-03 15:01 | 0      |
| 918  | Bug     | New        | Low      | Particles and looking up/down sharply   |          | 2017-04-03 14:59 | 0      |
| 967  | Bug     | New        | Low      | Sprite angling incorrect at sharp angles  |          | 2017-04-03 14:59 | 0      |
| 669  | Bug     | New        | Low      | 0 tic state issues  |          | 2017-04-03 14:57 | 0      |
| 613  | Bug     | New        | Low      | [InFine] Inadvertent background animation   |          | 2017-04-03 14:57 | 0      |
| 566  | Bug     | Progressed | Low      | [Resampler] Low quality sound samples play distorted                              |          | 2017-04-03 14:57 | 0      |
| 665  | Bug     | New        | Low      | [Heretic] Some missiles should not splash   |          | 2017-04-03 14:57 | 0      |
| 729  | Bug     | New        | Low      | Models cut off in 16:10 view ratio  |          | 2017-04-03 14:56 | 0      |
| 514  | Bug     | New        | Low      | Light decoration placement on planes if origin is incident with a sector boundary |          | 2017-04-03 14:56 | 0      |
| 995  | Bug     | New        | Low      | [Doom] Shotgun Guy drops multiple Shotguns?                                       |          | 2017-04-03 14:53 | 0      |
| 1058 | Bug     | New        | Low      | [Heretic] D'sparil only supports up to 256 teleporter spots                       |          | 2017-04-03 14:45 | 0      |
| 1091 | Bug     | New        | Low      | No sound effect played when pressing F7 or F8                                     |          | 2017-04-03 14:44 | 0      |
| 1092 | Bug     | New        | Low      | [Chex/HacX] Weapon names in Controls menu   |          | 2017-04-03 14:44 | 0      |
| 1088 | Bug     | New        | Low      | [Hexen] Hud doesn't switch to INRED graphics when low on health                   |          | 2017-04-03 14:43 | 0      |
| 1067 | Bug     | New        | Low      | White player arrow missing on automap   |          | 2017-04-03 14:43 | 0      |
| 1631 | Bug     | New        | Low      | Doom 2 finale: animation speeds for the Cast                                      |          | 2017-04-03 14:41 | 0      |
| 1130 | Bug     | New        | Low      | Mana bars on the statusbar ignore opacity   |          | 2017-04-03 14:41 | 0      |
| 1125 | Bug     | New        | Low      | Handling missing OpenGL support during launch                                     |          | 2017-04-03 14:41 | 0      |

| #                 | Tracker | Status   | Priority | Subject   | Assignee  | Updated          | % Done |
|-------------------|---------|----------|----------|---|-----------|------------------|--------|
| 1593              | Bug     | New      | Low      | [Doom] Excess state in rocket explosion   |           | 2017-04-03 14:40 | 0      |
| 1709              | Bug     | New      | Low      | Infine events interfere with taskbar  |           | 2017-04-03 14:38 | 0      |
| 1718              | Bug     | New      | Low      | Inventory item display/selection issues   |           | 2017-04-03 14:35 | 0      |
| 1828              | Bug     | New      | Low      | Tutorial doesn't claim mouse after clicking during launch   |           | 2017-04-03 14:15 | 0      |
| 1863              | Bug     | New      | Low      | [automap] line updating   |           | 2017-04-03 14:12 | 0      |
| 1942              | Bug     | New      | Low      | About dialog contents clipping vs -fontsize   |           | 2017-04-03 14:03 | 0      |
| 1957              | Bug     | New      | Low      | [Doom] God Mode cheat doesn't respect Values def  |           | 2017-04-03 14:03 | 0      |
| 1968              | Bug     | New      | Low      | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)                        |           | 2017-04-03 14:01 | 0      |
| 2084              | Bug     | New      | Low      | "title" music (external source, ogg format) is played incorrectly (with noise at start) for heretic and hexen |           | 2017-04-03 13:43 | 0      |
| 2096              | Bug     | New      | Low      | [Heretic] [HeXen] hud number one offset   |           | 2017-04-03 13:38 | 0      |
| <b>Lowest (4)</b> |         |          |          |   |           |                  |        |
| 2421              | Bug     | New      | Lowest   | Multiplayer "zombie player" voodoo spawnspot  | Deng Team | 2020-04-19 15:46 | 0      |
| 1644              | Bug     | New      | Lowest   | [HeXen beta demo] Should have Heretic crush behaviour   |           | 2017-04-03 18:34 | 0      |
| 753               | Bug     | New      | Lowest   | [Hexen] Invincible Afrits   |           | 2017-04-03 14:58 | 0      |
| 1915              | Bug     | Feedback | Lowest   | Click-to-focus also handled as UI click   | Deng Team | 2017-04-03 14:05 | 0      |