

Doomsday Engine - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
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
2470	Bug	New	Urgent	File WAD cannot be played back.	Deng Team	2022-09-28 19:55	0
2468	Bug	New	Normal	build with OpenGL ES (-DDENG_OPENGL_API=GL_ES3) is broken	Deng Team	2022-02-02 10:14	0
2467	Bug	New	Normal	Mods in Multiplayer	Deng Team	2021-10-23 18:51	0
2466	Bug	New	Normal	Counters	Deng Team	2021-10-23 18:38	0
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
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
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
2454	Bug	New	Normal	Map geometry is garbled in 2.3.X on Fedora 33	Deng Team	2021-03-23 10:45	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
2450	Bug	New	Normal	weapon stretched	Deng Team	2021-02-22 04:19	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
2447	Bug	Resolved	Normal	[Hexen] Sky texture is not tall enough	skyjake	2021-02-01 09:27	100
2446	Bug	Resolved	High	[Heretic] Sky texture is stretched and only partially visible	skyjake	2021-01-31 19:12	100
2445	Bug	New	Normal	Doomsday Crashes When Loading Master Levels for Doom II	Deng Team	2021-08-07 06:00	0
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
2442	Bug	Resolved	Low	Plane texture misalignment with non-64x64 size	skyjake	2021-01-13 22:06	100
2440	Bug	New	Normal	[2.3] Render Hack Regressions	skyjake	2021-01-24 10:20	0
2438	Bug	New	Normal	Support for non vanilla length hubs	Deng Team	2020-12-10 19:12	0
2437	Bug	New	Normal	Application terminated due to exception: std::bad_alloc	Deng Team	2020-12-06 17:29	0
2436	Bug	In Progress	Normal	Incompatibility with the new M1	skyjake	2021-02-03 13:32	100
2435	Bug	New	Normal	Plutonia: invisible bridges: wrong floor texture placement	skyjake	2020-12-08 08:26	0
2432	Bug	New	Normal	Hexen: Heresiarch is very fast on Chantry (HEXDD)	skyjake	2020-12-07 15:34	0

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2431	Bug	Resolved	Normal	Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only	skyjake	2021-07-31 09:51	100
2429	Bug	New	Normal	Hexen: item is used after load game	Deng Team	2020-12-07 15:34	0
2428	Bug	New	Normal	Hexen: inconsistent saves	Deng Team	2020-12-07 15:34	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
2421	Bug	New	Lowest	Multiplayer "zombie player" voodoo spawnspot	Deng Team	2020-04-19 15:46	0
2414	Bug	New	Normal	Doomsday parses subfolders regardless of the position of the "Subdirs" switch in the "Data Files" window	Deng Team	2020-02-08 14:18	0
2404	Bug	New	Normal	REKKR compatibility issues	skyjake	2020-01-22 06:33	0
2399	Bug	New	Normal	[Render hack] TNT map21: Transparent doors	skyjake	2020-12-08 08:26	0
2398	Bug	New	Normal	Incorrect texture mapping	Deng Team	2020-01-07 15:57	0
2388	Bug	New	Normal	[Heretic] Stuck monsters can close the "open stay" door	Deng Team	2020-01-01 21:52	0
2386	Bug	New	Normal	[Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector)	skyjake	2020-12-08 08:26	0
2385	Bug	New	Normal	[Heretic] Deactivating a one-time teleport	Deng Team	2020-01-01 21:52	0
2382	Bug	New	High	Recognizing IWAD/PWAD files with more accuracy (using CRC-32)	skyjake	2020-12-08 08:26	0
2376	Bug	In Progress	Low	Map geometry is garbled using GCC 5 on Fedora	skyjake	2021-10-10 22:20	0
2370	Bug	In Progress	Normal	[2.3 Unstable] Render Hack Regressions	skyjake	2020-02-23 15:13	90
2367	Bug	New	Low	[Unix] If directory "/usr/share/doomsday/data" exists, core packages not found	skyjake	2020-12-08 08:26	0
2363	Bug	New	Normal	Light Amplification powerup doesn't affect psprite 3D models	skyjake	2020-12-08 08:26	0
2354	Bug	In Progress	Normal	Compatibility with TNT: Revilution (MAP30)	skyjake	2019-12-18 21:41	50
2350	Bug	New	Low	[Doom] Status bar drawing glitch in Doom Registered v1.1	skyjake	2020-01-03 06:48	0
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
2334	Bug	New	High	Client should load server's data files when connecting via command line	skyjake	2019-12-01 22:34	0
2332	Bug	New	Normal	Duplicate server entries on master-server		2019-11-29 22:33	0
2331	Bug	New	Normal	Server doesn't check wads (connecting via command line)		2019-11-29 22:31	0
2329	Bug	New	Normal	Gnome Icon		2019-10-14 10:28	0
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
2326	Bug	New	High	[Doom] PRCP map32; player incorrectly spawning as camera		2019-11-29 22:30	0
2324	Bug	New	Normal	Sky texture issue upon MOD loading/unloading in game		2019-11-29 22:31	0
2323	Bug	New	Normal	Saved games are deleted after opening game		2019-11-29 22:26	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
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
2282	Bug	New	Normal	Doom64 Absolution uncaught exception		2018-11-05 08:48	0
2265	Bug	New	Normal	[Windows] Improved fullscreen Alt-Tab / focus lost behavior	skyjake	2018-10-27 16:03	0

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2262	Bug	New	Normal	[Hexen] Quest switches in Griffin Chapel aren't working	skyjake	2020-04-03 00:22	0
2259	Bug	New	Normal	Mouse unusable on ArchLinux with Gnome / Wayland		2018-07-29 16:44	0
2258	Bug	New	Normal	[Doom] Falling through 3D bridges		2019-11-29 23:20	0
2257	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	0
2256	Bug	New	Normal	Sky clipping through ceiling		2017-07-18 11:02	0
2253	Bug	New	Normal	[Doom] Arch-vile sprite disappears when resurrecting a monster	skyjake	2018-10-27 16:09	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
2236	Bug	New	Normal	Hitscan issues	skyjake	2018-10-27 16:09	0
2235	Bug	New	Normal	Afrits sometimes become invisible when frozen	skyjake	2019-12-01 22:27	0
2233	Bug	New	Normal	Fov 160 issues with texture filtering	skyjake	2018-10-27 16:08	0
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
2194	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0
2180	Bug	New	Normal	Task bar shows only partially (Intel Mobility)		2017-04-03 14:19	0
2152	Bug	New	Urgent	[Hexen] Afrits become stuck/invincible in multiplayer		2018-07-29 16:53	0
2120	Bug	New	Normal	Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional)		2017-04-03 13:32	0
2118	Bug	New	Normal	[HeXen] Possible mishandling of sector effect 200 (sky textures)		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
2109	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2019-11-29 23:22	0
2107	Bug	New	Normal	[Heretic] [Hexen] Line attacks produce no sound on impact		2020-01-04 11:15	0
2104	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	0
2097	Bug	New	Normal	[Doom] Lost Soul bouncing accuracy in Ultimate Doom		2017-04-03 18:33	0
2096	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2094	Bug	New	Normal	Incorrect "Pillar-Door Statue" model direction in some cases in Heretic	skyjake	2017-04-03 13:39	0
2091	Bug	New	Normal	State Particles won't start for Afrit in some cases (Hexen)	Deng Team	2017-04-03 13:40	0
2090	Bug	New	Normal	Missile with no death state error		2017-04-03 13:42	0
2085	Bug	Progressed	Normal	[Dehacked] Sprite name table patches not supported (Crashes)		2019-11-29 23:06	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
2068	Bug	New	Urgent	[HeXen] Badguys not retaining alerted status upon return to a map	skyjake	2019-11-30 08:25	0
2067	Bug	New	Normal	[Heretic Multiplayer] Inventory doesn't auto scroll if can't use item		2018-07-29 16:53	0
2066	Bug	New	High	[Heretic Multiplayer] Iron Lich firewall doesn't expand		2018-07-29 16:53	0
2065	Bug	New	Normal	[Heretic Multiplayer] Wings of Wrath bugs		2018-07-29 16:53	0
2064	Bug	New	Urgent	Bugs in HeXen Multiplayer		2018-07-29 16:53	0
2056	Bug	New	Normal	Moving platforms sound origin incorrect		2019-11-29 23:01	0

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2055	Bug	New	Normal	[MP] Multiple instances can't connect to a local server		2018-07-29 16:53	0
2054	Bug	New	Low	[MP] No weapon pickup notification in Hexen		2018-07-29 16:53	0
2048	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2042	Bug	New	High	Mobj spawning at sector boundary height should choose highest contacted floor		2017-04-03 18:32	0
2041	Bug	New	Normal	Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}		2017-04-03 13:48	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
2021	Bug	New	High	Doom64's ingame music is severely broken		2019-11-29 21:57	0
2017	Bug	Progressed	Normal	Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding	skyjake	2018-11-19 15:18	50
2013	Bug	New	Normal	[Doom] Pain Elemental Vanilla/Boom compatibility option		2017-04-03 18:33	0
2012	Bug	New	Normal	[Doom] Boom bug in Memento Mori II		2017-04-03 13:50	0
2007	Bug	New	Normal	[Hexen] Mana given when collecting already-owned, fourth-weapon pieces		2018-10-27 15:53	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
1999	Bug	New	Normal	Window focus/close events ignored during busy mode (should defer)		2017-04-03 13:55	0
1993	Bug	Feedback	High	Switching maps while XG lines are active causes seg fault	vermil	2017-04-03 13:55	0
1989	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	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
1981	Bug	New	Normal	Alerts can be opened in Busy mode, causing occasional visual artifacts		2017-04-03 13:59	0
1980	Bug	New	Low	Client should refuse to use the same userdir as another already running client		2019-12-01 21:52	0
1972	Bug	New	Normal	[MP] Fast-moving planes not always reach destination on client-side		2018-07-29 16:53	0
1968	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
1967	Bug	New	Normal	[Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled		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
1963	Bug	New	High	[Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)		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
1958	Bug	New	Normal	Help infine clash with already playing infine		2017-04-03 14:01	0
1957	Bug	New	Low	[Doom] God Mode cheat doesn't respect Values def		2017-04-03 14:03	0
1952	Bug	Progressed	Normal	Eternal Doom MAP26 malformed map hack causing memory release error		2019-11-29 23:06	0
1942	Bug	New	Low	About dialog contents clipping vs -fontsize		2017-04-03 14:03	0
1929	Bug	Progressed	Normal	Sprite priority handling		2019-11-29 23:06	0
1928	Bug	New	Normal	GameSession: ThingArchive::serialIdFor: Thing archive exhausted!		2017-04-03 14:04	0
1925	Bug	New	Normal	[Doom] Values def can't change nightmare skill level option		2017-04-03 14:04	0
1923	Bug	New	Normal	PNG textures render as solid black (embedded in WAD)		2016-10-27 12:51	0

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1921	Bug	New	Normal	[Doom] No screen wipe from map to post map InFine		2017-04-03 18:32	0
1915	Bug	Feedback	Lowest	Click-to-focus also handled as UI click	Deng Team	2017-04-03 14:05	0
1897	Bug	New	Low	Slightly different sprite clipping in Dday versus vanilla		2017-04-03 18:32	0
1894	Bug	New	Normal	[Heretic] Map that relies on original footclipping		2017-04-03 18:33	0
1893	Bug	New	Low	Automap drawing difference to original games		2017-04-03 18:32	0
1885	Bug	New	Normal	[Multiplayer] Incorrect player numbers in scoreboard between maps		2018-07-29 16:53	0
1883	Bug	New	Normal	[MP] no teleporter sound when spawning/respawning		2019-11-26 14:51	0
1880	Bug	New	High	Key repeat rate is dependent on the user's configuration at OS level		2017-04-03 14:10	0
1876	Bug	In Progress	High	[XG] Floor chains appear infunfunctional	skyjake	2019-11-26 21:18	10
1863	Bug	New	Low	[automap] line updating		2017-04-03 14:12	0
1858	Bug	New	Low	0 tic/time handling		2019-11-29 21:05	0
1828	Bug	New	Low	Tutorial doesn't claim mouse after clicking during launch		2017-04-03 14:15	0
1827	Bug	New	High	[Doom] Revenant infinite loop case		2019-11-27 05:51	0
1821	Bug	Progressed	High	[Hexen] Monsters do not always awaken (Seven Portals and elsewhere)	skyjake	2019-11-30 08:25	10
1819	Bug	New	Normal	Mobj Particles won't start.		2017-04-03 14:16	0
1817	Bug	Feedback	Normal	Premap infine and preplaying music oversight	vermil	2017-04-03 14:17	0
1816	Bug	New	Normal	First sound played at map start up erroneously doesn't play		2017-04-03 14:17	0
1815	Bug	New	Normal	Screen wipe still smoothed with Vanilla renderer profile (console transition)		2018-11-05 17:31	0
1808	Bug	Progressed	High	New sprites in addons do not work		2019-11-29 23:06	0
1783	Bug	New	Normal	Ambient occlusion crosses sectors with different heights		2017-04-03 14:23	0
1744	Bug	New	Normal	[Heretic] Waterfall sounds switch from left to right (centered in vanilla)		2017-04-03 18:33	0
1735	Bug	New	Low	Doom2 PWAD save games use level name from IWAD		2019-11-29 22:59	0
1734	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
1723	Bug	New	Normal	[Value def's] impossible to remove pistol		2017-04-03 14:34	0
1718	Bug	New	Low	Inventory item display/selection issues		2017-04-03 14:35	0
1709	Bug	New	Low	Infine events interfere with taskbar		2017-04-03 14:38	0
1701	Bug	New	Normal	[Doom] Map08/ExM8 sound emulation		2017-04-03 18:33	0
1661	Bug	New	Normal	[Deathkings] Bad behavior of object in lift (mobj hitbox overlap)		2019-11-29 22:58	0
1660	Bug	New	Normal	Player start near wall leads to misplaced player		2017-04-03 14:40	0
1644	Bug	New	Lowest	[HeXen beta demo] Should have Heretic crush behaviour		2017-04-03 18:34	0
1631	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1606	Bug	Progressed	Normal	M_THERMM and HUD message font replacement		2017-04-03 14:40	0
1598	Bug	New	Low	Strange vertical view bobbing when running into walls		2019-11-29 22:58	0

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1597	Bug	New	Low	[HUD] Psprite positioning too low		2017-04-03 15:04	0
1593	Bug	New	Low	[Doom] Excess state in rocket explosion		2017-04-03 14:40	0
1592	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
1591	Bug	Progressed	Low	[BSP] Fully overlapped map geometry is not always split		2019-11-30 08:06	50
1130	Bug	New	Low	Mana bars on the statusbar ignore opacity		2017-04-03 14:41	0
1129	Bug	New	Normal	Various mobj Z movement clipping bugs		2019-11-29 22:58	0
1126	Bug	New	Normal	MD2 model render pop		2017-04-03 14:41	0
1125	Bug	New	Low	Handling missing OpenGL support during launch		2017-04-03 14:41	0
1104	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
1096	Bug	New	Normal	[Doom] Red shadows in status bar font		2017-04-03 14:43	0
1092	Bug	New	Low	[Chex/HacX] Weapon names in Controls menu		2017-04-03 14:44	0
1091	Bug	New	Low	No sound effect played when pressing F7 or F8		2017-04-03 14:44	0
1089	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
1088	Bug	New	Low	[Hexen] Hud doesn't switch to INRED graphics when low on health		2017-04-03 14:43	0
1083	Bug	New	Normal	In-game window contents resizing glitches		2017-04-03 14:43	0
1081	Bug	New	Low	[Doom] Chainsaw sounds do not match original game		2019-11-29 22:58	0
1078	Bug	New	High	Patch texture composition logic errors		2019-11-29 23:06	0
1076	Bug	New	Normal	[Doom] 3d movement option broken		2019-11-29 22:58	0
1069	Bug	New	Normal	Default background colour for holes in splash screens		2017-04-03 14:43	0
1067	Bug	New	Low	White player arrow missing on automap		2017-04-03 14:43	0
1064	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
1063	Bug	New	Normal	Flash state models offset incorrectly in 16:10		2017-04-03 14:44	0
1059	Bug	New	Normal	[Heretic] Health counter jumps up and down		2017-04-03 14:44	0
1058	Bug	New	Low	[Heretic] D'sparil only supports up to 256 teleporter spots		2017-04-03 14:45	0
1045	Bug	New	Low	[Hexen] Moving platform sound loops while menu open		2019-11-29 22:58	0
1042	Bug	New	High	[Windows] Alt key and console activation		2019-11-29 23:06	0
1041	Bug	New	High	[Windows] Pressing Alt/AltGr key confuses turning		2019-11-29 23:06	0
1032	Bug	New	Normal	[Heretic] Badguy auto/raise lower to camera		2017-04-03 14:46	0
1031	Bug	New	Normal	Shootable triggers and freelook		2017-04-03 14:46	0
1015	Bug	New	High	Player getting stuck on certain walls?		2017-04-03 18:34	0
1008	Bug	New	Normal	HUD weapon discrepancy (in release build?)		2017-04-03 19:00	0
1007	Bug	New	Normal	[Doom] Sound emitter overlap handling		2019-11-29 22:58	0
1004	Bug	New	Normal	[Hexen] 3D Tree_Destructive appearance is incorrect		2017-04-03 14:50	0

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997	Bug	New	Normal	[Hexen] Player gets stuck in turning polyobjs		2019-11-29 22:58	0
995	Bug	New	Low	[Doom] Shotgun Guy drops multiple Shotguns?		2017-04-03 14:53	0
975	Bug	New	Normal	[Doom] Armour Helmets full bright		2017-04-03 18:32	0
972	Bug	New	Normal	[Doom] Lost Souls infinite Z height		2017-04-03 14:55	0
970	Bug	New	Low	[Doom] Evil Eye height issue		2017-04-03 15:01	0
968	Bug	New	Normal	[Doom] Mancubus attacks and high Z height differences		2017-04-03 18:34	0
967	Bug	New	Low	Sprite angling incorrect at sharp angles		2017-04-03 14:59	0
966	Bug	Progressed	Normal	[Doom] Use of CWILV graphics on automap		2017-04-03 14:56	50
964	Bug	New	Normal	[XG] Sounds ignore defined group		2017-04-03 15:01	0
963	Bug	New	Normal	"spawnmobj" baddies auto wake up in area the player has shot		2017-04-03 15:01	0
959	Bug	New	Normal	[Doom] Crushed bad guys and tag666		2017-04-03 18:34	0
925	Bug	New	Normal	[Doom] Map32: Secret exit quirk not replicated		2017-04-03 18:34	0
921	Bug	Progressed	High	Blockmap-defined Linedef crossing order		2019-11-29 23:06	30
919	Bug	New	Normal	[Doom] Blast damage algorithm		2017-04-03 18:34	0
918	Bug	New	Low	Particles and looking up/down sharply		2017-04-03 14:59	0
915	Bug	New	Low	[Hexen] Wraithverge Ghosts incorrectly full bright		2017-04-03 18:32	0
910	Bug	New	Normal	Flat tiling error with custom flats		2017-04-03 14:59	0
909	Bug	New	Normal	[Hexen] Tiny difference in Ettin behaviour		2017-04-03 18:34	0
908	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
883	Bug	New	High	[Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)		2019-11-29 23:06	0
882	Bug	New	Normal	Fullbright psprites and colored lighting		2017-04-03 14:59	0
877	Bug	New	High	Texture offset anomaly		2019-11-29 23:06	0
787	Bug	New	Normal	[Co-op] Voodoo dolls not supported		2017-04-03 18:34	0
778	Bug	Progressed	Urgent	Gamepad usability issues		2020-05-10 11:09	0
753	Bug	New	Lowest	[Hexen] Invincible Afrits		2017-04-03 14:58	0
729	Bug	New	Low	Models cut off in 16:10 view ratio		2017-04-03 14:56	0
684	Bug	New	Normal	Sprites moving up if their bottom intersects the floor		2017-04-03 18:32	0
671	Bug	New	Normal	[Heretic] Enemy missile spreads have incorrect vertical aim		2017-04-03 14:57	0
669	Bug	New	Low	0 tic state issues		2017-04-03 14:57	0
665	Bug	New	Low	[Heretic] Some missiles should not splash		2017-04-03 14:57	0
637	Bug	New	High	[Hexen] Class change in-game causes instability, 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

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
552	Bug	New	Normal	Ambient occlusion on middle surfaces of 2-sided lines		2019-11-30 08:05	0
514	Bug	New	Low	Light decoration placement on planes if origin is incident with a sector boundary		2017-04-03 14:56	0
511	Bug	New	Normal	[Heretic Hexen] Torch fix not applied (low ceiling)		2017-04-03 14:56	0
388	Bug	New	Low	Missile speeds (steep vertical angles)		2017-04-03 15:07	0
287	Bug	Progressed	Low	Changes to BLOOD states ignored		2019-11-29 23:04	0
263	Bug	New	Normal	Particles rendered at wrong height		2017-04-03 15:08	0
251	Bug	Progressed	High	[Doom] Nightmare monsters sometimes not fast		2019-11-29 22:58	50
10	Bug	New	Normal	[InFine] Line spacing for text		2017-04-03 14:41	0