

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2292 | Doomsday Engine | Feature | New | Normal | Indication of an options default setting | | 2019-11-29 22:21 | 0 |
| 1774 | Doomsday Engine | Feature | New | Normal | Use "-savedir" option to the configure where saves are stored | | 2017-04-03 14:27 | 0 |
| 1604 | Doomsday Engine | Feature | New | High | Game rules (1p and MP) | | 2019-11-29 21:33 | 20 |
| 1573 | Doomsday Engine | Feature | New | Normal | Setting for number of samples used for antialiasing | | 2019-11-29 21:31 | 0 |
| 1566 | Doomsday Engine | Feature | New | Normal | [Automap] Reset line colors | | 2019-11-29 21:31 | 0 |
| 2328 | Doomsday Engine | Bug | New | Low | Not all official releases of IWADs are recognized (e.g., older than v1.9) | skyjake | 2020-12-08 08:26 | 0 |
| 2241 | Doomsday Engine | Feature | Progressed | Normal | Configure games via Home UI (advanced users, cf. autoexec.cfg) | skyjake | 2019-11-29 22:19 | 50 |