

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
883	Doomsday Engine	Bug	New	High	[Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)		2019-11-29 23:06	0
1628	Doomsday Engine	Feature	New	Normal	Surface meshes		2017-04-03 18:58	0
1529	Doomsday Engine	Feature	New	Normal	Sound affected by the world		2019-11-29 18:59	0
1233	Doomsday Engine	Feature	New	High	Surface decorations using 3D models		2015-12-22 13:15	0
1615	Doomsday Engine	Feature	Progressed	Normal	Sloped planes	skyjake	2018-10-27 15:10	20
1591	Doomsday Engine	Bug	Progressed	Low	[BSP] Fully overlapped map geometry is not always split		2019-11-30 08:06	50