

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2096 | Doomsday Engine | Bug | New | Low | [Heretic] [HeXen] hud number one offset | | 2017-04-03 13:38 | 0 |
| 1649 | Doomsday Engine | Feature | New | Low | Option to disable HUD/menu font upscaling | | 2019-11-29 20:26 | 0 |
| 1573 | Doomsday Engine | Feature | New | Normal | Setting for number of samples used for antialiasing | | 2019-11-29 21:31 | 0 |
| 1416 | Doomsday Engine | Feature | New | Urgent | [Doom] Invisible "fuzz" effect | | 2017-04-03 18:43 | 0 |
| 1125 | Doomsday Engine | Bug | New | Low | Handling missing OpenGL support during launch | | 2017-04-03 14:41 | 0 |
| 1104 | Doomsday Engine | Bug | Progressed | Normal | Replacement flats VS texture animations | | 2017-04-03 14:43 | 0 |
| 10 | Doomsday Engine | Bug | New | Normal | [InFine] Line spacing for text | | 2017-04-03 14:41 | 0 |
| 2192 | Doomsday Engine | Feature | New | Low | Procedural images generated based on a text file (.deimage) | skyjake | 2017-03-04 09:25 | 0 |