

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 1591 | Doomsday Engine | Bug | Progressed | Low | [BSP] Fully overlapped map geometry is not always split | | 2019-11-30 08:06 | 50 |
| 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 |
| 1615 | Doomsday Engine | Feature | Progressed | Normal | Sloped planes | skyjake | 2018-10-27 15:10 | 20 |
| 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 |