

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2450	Doomsday Engine	Bug	New	Normal	weapon stretched	Deng Team	2021-02-22 04:19	0
2350	Doomsday Engine	Bug	New	Low	[Doom] Status bar drawing glitch in Doom Registered v1.1	skyjake	2020-01-03 06:48	0
2025	Doomsday Engine	Bug	Progressed	Normal	Doom64TC does not have a fully functional HUD	rhargrave	2019-11-29 21:57	80
1649	Doomsday Engine	Feature	New	Low	Option to disable HUD/menu font upscaling		2019-11-29 20:26	0
1514	Doomsday Engine	Feature	New	Low	GZdoom-like HUD (showing more information)		2019-11-29 18:52	0
1592	Doomsday Engine	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
1597	Doomsday Engine	Bug	New	Low	[HUD] Psprite positioning too low		2017-04-03 15:04	0
1130	Doomsday Engine	Bug	New	Low	Mana bars on the statusbar ignore opacity		2017-04-03 14:41	0
1718	Doomsday Engine	Bug	New	Low	Inventory item display/selection issues		2017-04-03 14:35	0
2096	Doomsday Engine	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0