

No target

| # | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|-------------------|---------|--------|----------|--|-----------|------------------|--------|
| Normal (9) | | | | | | | |
| 2304 | Feature | New | Normal | OGG/FLAC custom loop tags | skyjake | 2019-12-31 11:05 | 0 |
| 2391 | Feature | New | Normal | [SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback | Deng Team | 2020-01-03 05:00 | 0 |
| 2323 | Bug | New | Normal | Saved games are deleted after opening game | | 2019-11-29 22:26 | 0 |
| 2398 | Bug | New | Normal | Incorrect texture mapping | Deng Team | 2020-01-07 15:57 | 0 |
| 2407 | Feature | New | Normal | "follow / no follow" in the automap settings | Deng Team | 2020-01-28 01:23 | 0 |
| 2414 | Bug | New | Normal | Doomsday parses subfolders regardless of the position of the "Subdirs" switch in the "Data Files" window | Deng Team | 2020-02-08 14:18 | 0 |
| 2416 | Other | New | Normal | doomsday not launching (note the other post doomsday n was an error) | Deng Team | 2020-02-23 15:17 | 0 |
| 2420 | Feature | New | Normal | Heretic: new visual effects, light decorations and particle generators | Deng Team | 2020-04-18 00:57 | 0 |
| 2422 | Bug | New | Normal | Sprite clipping as in Software mode (it already done before in Strife Veteran Edition) | Deng Team | 2020-04-24 11:09 | 0 |
| Lowest (1) | | | | | | | |
| 2421 | Bug | New | Lowest | Multiplayer "zombie player" voodoo spawnspot | Deng Team | 2020-04-19 15:46 | 0 |