

No target

| # | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|--------------------|---------|--------|----------|--|-----------|------------------|--------|
| Urgent (1) | | | | | | | |
| 2470 | Bug | New | Urgent | File WAD cannot be played back. | Deng Team | 2022-09-28 19:55 | 0 |
| Normal (22) | | | | | | | |
| 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 |
| 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 |
| 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 |
| 2437 | Bug | New | Normal | Application terminated due to exception: std::bad_alloc | Deng Team | 2020-12-06 17:29 | 0 |
| 2438 | Bug | New | Normal | Support for non vanilla length hubs | Deng Team | 2020-12-10 19:12 | 0 |
| 2445 | Bug | New | Normal | Doomsday Crashes When Loading Master Levels for Doom II | Deng Team | 2021-08-07 06:00 | 0 |
| 2457 | Bug | New | Normal | Can't change sound settings in Manjaro linux | Deng Team | 2021-04-27 16:26 | 0 |
| 2462 | Bug | New | Normal | Cannot Load any Cranium or Dr Sleep Master Levels | Deng Team | 2021-08-07 06:15 | 0 |
| 2464 | Bug | New | Normal | Player's weapon problem in multiplayer | Deng Team | 2021-10-23 15:11 | 0 |
| 2466 | Bug | New | Normal | Counters | Deng Team | 2021-10-23 18:38 | 0 |
| 2467 | Bug | New | Normal | Mods in Multiplayer | Deng Team | 2021-10-23 18:51 | 0 |
| 2468 | Bug | New | Normal | build with openGL ES (-DDENG_OPENGL_API=GL_ES3) is broken | Deng Team | 2022-02-02 10:14 | 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 |
| 2407 | Feature | New | Normal | "follow / no follow" in the automap settings | Deng Team | 2020-01-28 01:23 | 0 |
| 2420 | Feature | New | Normal | Heretic: new visual effects, light decorations and particle generators | Deng Team | 2020-04-18 00:57 | 0 |
| 2453 | Feature | New | Normal | head bobbing model.weapon.* simple scale factor | Deng Team | 2021-03-15 02:17 | 0 |
| 2465 | Feature | New | Normal | Keeping arsenal in coop | Deng Team | 2021-10-23 18:36 | 0 |
| 2469 | Feature | New | Normal | NVIDIA RTX Ray Tracing Support | Deng Team | 2022-08-30 04:21 | 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 |
| 2451 | Bug | New | Normal | ringing sound | skyjake | 2021-02-18 07:25 | 0 |
| 2304 | Feature | New | Normal | OGG/FLAC custom loop tags | skyjake | 2019-12-31 11:05 | 0 |
| Lowest (1) | | | | | | | |
| 2421 | Bug | New | Lowest | Multiplayer "zombie player" voodoo spawnspot | Deng Team | 2020-04-19 15:46 | 0 |