Here I will document the open bugs on the bugtracker for SuperTux (along with some bugs that were found that aren't reported). Also, they will be categorized by crashes, issues, and ideas. I have also left out open bugs that have been fixed, and stupid bugs that don't belong on the main bugtracker.

Surprising how only 24 of these 200-something issues are actual bugs...

#	Subject/Description	Category	
43	Death Sound is too jarring	Idea	
113	Make a Tablet Mode		
177	Allow Entering Pipes		
183	Use spritesheets instead of separate files		
184	Keyboard settings per profile instead of per system		
188	Go through the old bugtracker (lethargik/mantis)		
201	Backflipping to a bonus block == poor Tux sprite col box		
217	Add Swimming		
224	Add Multiplayer		
225	Brmbrmcar's new console commands		
228	Language addons should work without a restart		
229	Doors shouldn't fade out If the door isn't really entered		
240	Levels list errors	Crash	
244	Ideas on the Mailing List	Idea	
248	Add auto Update check for new updates		
249	"Check for language pack updates during main queue"		
254	Rework addon manager layout		
262	Show correct arrow Tux when going offscreen		
267	Change addon verification hashing algorithm		
281	Add more unit tests		
291	Display language names in their actual language		
302	Update wiki		
320	Inconsistent death effects		
325	Allow custom tiles		
328	Gettext warnings	Crash	
337	More documentation for tools	Idea	
350	Reformat code		
366	Scripting badguys		
369	Documentation on debugging		
373	Tux dies when jumping on gap between rock and terrain	BUG	
401	Moving platform collision is inconsistent	BUG	
416	Real time can go faster than game time	BUG	
417	Misleading backflip billboard lists jump as up key	BUG	
463	Level debug mode	Idea	
464	Edit more object attributes		
473	Powerup storage		
474	Improve handling of changed behaviour		
482	Add high scores		
485	Add more profiles + name changes for profiles		
505	Level editor documentation		

Better path editing	514	Edit worldmap music without scripts	
Setter path editing Allow scripts to preserve data by restart Allow scripts to preserve data by restart Set Set Signature Set Signat			
Allow scripts to preserve data by restart Zeeklings screech + curved flight path Sist Tux enters ground when pushed in there by rocks Instructions for dummies Idea Checkpoints are problematic Checkpoints are problematic Keyboard shortcuts in editor More powerups collected == influence abilities Intro Text should be translatable Intro Text should be touch-friendly Add ability to reset world progress Add ability to reset world progress Add ability to reset world progress Ability Skip intro in Valley of Chaos Checkpoints are problematic Williams Skip intro in Valley of Chaos Checkpoints are problematic Checkpoints are useless BUG Idea Checkpoints are problematic Checkpoints are useless Checkpoints are use		,	
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Instructions for dummies Ice flower == useless			BUG
See Ice flower == useless		·	
Keyboard shortcuts in editor		Ice flower == useless	
Keyboard shortcuts in editor	556	Checkpoints are problematic	
More powerups collected == influence abilities			
618 Intro Text should be translatable 621 Level editor should be touch-friendly 628 Rework sector GUI 650 Use SQRat 661 Add ability to reset world progress 667 Apparently walk through walls COME BACK TO THIS 668 Make SuperTux touch-friendly 674 URLs should be clickable 683 Grab frozen enemies 684 Improve climbing 691 Skip intro in Valley of Chaos 698 Odd Init-script behaviour 701 Define layer class for layer-like objects 708 Odd behavior when selecting multiple tiles 709 Divide addons and real contrib levels 710 Add ability to export as addon 720 Divide addons and real contrib levels 721 Auto update translations 722 Crash when hovering over layer selector 733 Enemies should slip on ice, like Tux 734 Tux shouldn't be getting sideswiped by an Icecrusher 735 Add ability to delete levelsets 736 Add ability to delete levelsets 737 Impining lights up 738 Rocks get stuck in ground 739 Rocks get stuck in ground 730 More options for unique platform types 731 Enemies shouldn't turn away from tight slopes 732 Rocks get stuck in ground 733 Rocks get stuck in ground 734 More options for unique platform types 735 Normalize volume 736 Make ambient sound actually work 737 Time attack mode 738 Lanterns mismatch colors == they don't work 739 Add controls for multiplayer 740 Add controls for multiplayer		,	
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847 Camera compatible for upcoming multiplayer 852 Add controls for multiplayer	835	Lanterns mismatch colors == they don't work	BUG
852 Add controls for multiplayer	837	Time attack mode	Idea
' '	847	Camera compatible for upcoming multiplayer	
863 Add horizontal flipping	852		
	863	Add horizontal flipping	

923	Valgrind and SuperTux	Crash	
924	Make haywire more challenging	Idea	
926	Better fire light color		
930	Object barriers		
936	Add copypaste and selection to script editor		
938	Toggle gravity for scripted objects		
944	Brick sound doesn't play when hitting a coin-filled brick		
953	Make autoturning enemies appear as smart variants		
954	Clean up editor tiles		
955	Cleanup melting animations		
959	Make flying snowball flight pattern not random		
960	Make ambient light spots fade in and out		
962	Music fade in-out		
968	Ice flames displaced		
969	Scripttriggers appear over sidebar		
972	Make climbing easier		
973	Make hits not reset Tux's velocity		
977	Tux doesn't look like he carries objects		
979	Restore Yeti throwing snowballs		
982	Enemies should obey wind		
987	Show powerup count in level		
996	Add reward for completing story mode 100%		
1009	Ledge jumping		
1011	Change z-pos of objects		
1012	Not running on Xubuntu	Crash	
1013	Changing sprites of dispensed enemies	Idea	
1015	Levels with lanterns crash after a few minutes	Crash	
1017	Change position of Through the Dark	Idea	
1020	Willowisp edit path		
1023	Breakout of scripted sequences by enabling secret menus	BUG	
1035	Walk script change Tux's direction	Idea	
1036	Add World select		
1037	Spring shouldn't require 2 jumps		
1038	Tux retains hurled velocity after leaving platforms		
1048	Rocks fall through floor	BUG	
1052	Game undersells airflower	Idea	
1053	Rocks often fall over on stacks, so are considered too buggy	BUG	
1060	Carried objects only survive in a sector	Idea	
1062	Translate new addons		
1066	Iceblock elastic collisions		
1069	Jump on snail doesn't work on slopes	BUG	
1073	Kill-fall enemies show above water	Idea	
1074	Tux shouldn't fall off ladders when collecting powerups		
1076	Pick up snail from below		
1081	Sliding		
1083	Pinch Mode for bossfights		

1084	Tileset broken on Windows 7	Crash	
1088	Attach images to players	Idea	
1089	Sprite files as BGs		
1090	Recognize keyboard input in scripting		
1097	Color shouldn't ignore display gamma		
1098	Worldmap events triggered inside a level		
1103	Better UI for opening editor		
1106	Change Tux animations		
1108	Ability to hide undo buttons		
1109	Loop position for sprites		
1112	Sprites are too blurry		
1121	Teleport to sector with same position as before		
1149	Backgrounds shift out of place on Android -> PC conversion	BUG	
1150	Game is too laggy and too resource intensive	BUG	
1152	Skydive doesn't always explode upon death	BUG	
1160	Held Bombs shouldn't hurt player when colliding with enemy	Idea	
1164	More worlds proposal		
1168	Inconsistent velocity units		
1169	Add a deselected mode for editor		
1171	Immediately load music/BG subfolders for their objects		
1175	Dangerous tiles override rocks when same size	BUG	
1179	Boss fights are too easy, basic and short (WILL BE FIXED IN 0.7)	Idea	
1193	Level backwards compatability		
1207	Only show .sprite files for objects in the editor		
1209	Change camera anchor to center for scripts		
1224	Optimize PNG size with lossless compression		
1227	Dead badguys are pushed by explosions	BUG	
1231	Scroll through credits using arrow keys	Idea	
1238	Between 2 Glaicers: Add use for crystals		
1242	Segfault in Ghoul's Lair	Crash	
1244	Update translations	Idea	
1248	Editor creates wrong powerups by sprite creation	BUG	
1251	Old levelpacks marked as new	BUG	
1256	Nolok's Castle doesn't display proper records	BUG	
1259	Tux should crawl while ducking	Idea	
1264	Display secret paths after discovery		
1267	Delete key placeholders	BUG	
1268	Make egg more egg-like	Idea	
1274	Double Jump for airflower		
1276	Rocks retain velocity when moving		
1278	.dmg doesn't open properly	Crash	
1281	Autotile	Idea	
1283	Can't start game	Crash	
1285	Iceblocks behave buggily when holding down	BUG	
1286	Remove thorns in 'Find the Bigger Fish!"	Idea	
1287	Tux should be able to look up		

1289 1290	Save "show controller" option Forest bridge+path bug	
1291	Set level message	
1292	Tux can't walk on worldmap paths with alphas initially set to 0	
1293	Use 1-up counter	
1300	Pulsing lights lag game	
1301	Rain lags game	
1302	Trampoline animation should restart when touching it	