

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     | <b>BUG</b> |
| 401 | Moving platform collision is inconsistent                 | <b>BUG</b> |
| 416 | Real time can go faster than game time                    | <b>BUG</b> |
| 417 | Misleading backflip billboard lists jump as up key        | <b>BUG</b> |
| 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                                |            |

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| 514 | Edit worldmap music without scripts                  |            |
| 517 | Hide layers in editor                                |            |
| 523 | Better path editing                                  |            |
| 530 | Allow scripts to preserve data by restart            |            |
| 533 | Zeeklings screech + curved flight path               |            |
| 535 | Tux enters ground when pushed in there by rocks      | <b>BUG</b> |
| 550 | Instructions for dummies                             | Idea       |
| 552 | Ice flower == useless                                |            |
| 556 | Checkpoints are problematic                          |            |
| 575 | Keyboard shortcuts in editor                         |            |
| 588 | More powerups collected == influence abilities       |            |
| 618 | Intro Text should be translatable                    |            |
| 631 | Level editor should be touch-friendly                |            |
| 638 | Rework sector GUI                                    |            |
| 650 | Use SQRat  |            |
| 661 | Add ability to reset world progress                  |            |
| 667 | Apparently walk through walls... COME BACK TO THIS   | <b>BUG</b> |
| 668 | Make SuperTux touch-friendly                         | Idea       |
| 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           | <b>BUG</b> |
| 717 | Add ability to export as addon                       | Idea       |
| 720 | Divide addons and real contrib levels                |            |
| 721 | Auto update translations                             |            |
| 726 | Crash when hovering over layer selector              | Crash      |
| 733 | Enemies should slip on ice, like Tux                 | Idea       |
| 734 | Tux shouldn't be getting sideswiped by an Icecrusher |            |
| 735 | Add ability to delete levelsets                      |            |
| 744 | Lightning lights up                                  |            |
| 753 | Easier way of adding ambient sounds                  |            |
| 761 | Enemies shouldn't turn away from tight slopes        |            |
| 768 | Scripting for spotlights                             |            |
| 793 | Rocks get stuck in ground                            | <b>BUG</b> |
| 794 | Use Box2D for physics                                | Idea       |
| 798 | More options for unique platform types               |            |
| 805 | Normalize volume                                     |            |
| 806 | Make ambient sound actually work                     |            |
| 835 | Lanterns mismatch colors == they don't work          | <b>BUG</b> |
| 837 | Time attack mode                                     | Idea       |
| 847 | Camera compatible for upcoming multiplayer           |            |
| 852 | Add controls for multiplayer                         |            |
| 863 | Add horizontal flipping                              |            |

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| 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      | <b>BUG</b> |
| 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                                     | <b>BUG</b> |
| 1052 | Game undersells airflower                                    | Idea       |
| 1053 | Rocks often fall over on stacks, so are considered too buggy | <b>BUG</b> |
| 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                         | <b>BUG</b> |
| 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                                    |            |

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| 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              | <b>BUG</b> |
| 1150 | Game is too laggy and too resource intensive                            | <b>BUG</b> |
| 1152 | Skydive doesn't always explode upon death                               | <b>BUG</b> |
| 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                           | <b>BUG</b> |
| 1179 | Boss fights are too easy, basic and short <b>(WILL BE FIXED IN 0.7)</b> | 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                             | <b>BUG</b> |
| 1227 | Dead badguys are pushed by explosions                                   |            |
| 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                        | <b>BUG</b> |
| 1251 | Old levelpacks marked as new  | <b>BUG</b> |
| 1256 | Nolok's Castle doesn't display proper records                           | <b>BUG</b> |
| 1259 | Tux should crawl while ducking  | Idea       |
| 1264 | Display secret paths after discovery                                    |            |
| 1267 | Delete key placeholders   | <b>BUG</b> |
| 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                              | <b>BUG</b> |
| 1286 | Remove thorns in 'Find the Bigger Fish!'                                | Idea       |
| 1287 | Tux should be able to look up   |            |

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| 1289 | Save “show controller” option                                   |  |
| 1290 | 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            |  |
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