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…

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| **#** | **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 |
| 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 | **BUG** |
| 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 | **BUG** |
| 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 | **BUG** |
| 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 | **BUG** |
| 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 | **BUG** |
| 837 | Time attack mode | Idea |
| 847 | Camera compatible for upcoming multiplayer |
| 852 | Add controls for multiplayer |
| 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 | 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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