Doomsday Engine - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2160	Feature	Progressed	Low	Custom screenshader support and profiles	Deng Team	2020-02-04 21:49	20
2142	Feature	Closed	Low	Color adjustment should only apply to game view	skyjake	2020-12-08 08:27	100
2011	Bug	Closed	Normal	[Doom] Invincibility Sphere doesn't always make screen white	skyjake	2015-06-08 10:48	100
2004	Bug	Closed	Normal	Invulnerability filter not cleared between maps in all cases (unload, savegame, warp)	skyjake	2015-04-08 15:07	100
1971	Bug	Closed	Normal	[Doom] Invulnerability effect not cleared between maps when leaving an MP game and joining another	skyjake	2015-02-11 19:19	100
1809	Bug	Closed	Low	Postfx causes other splitscreen consoles to go black/white	skyjake	2014-12-17 08:45	100
1776	Bug	Closed	Normal	[Doom] Invulnerability effect not cleared between maps (leaving a map)	skyjake	2015-03-26 19:37	100