

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|--|-----------|------------------|--------|
| 2068 | Doomsday Engine | Bug | New | Urgent | [HeXen] Badguys not retaining alerted status upon return to a map | skyjake | 2019-11-30 08:25 | 0 |
| 1989 | Doomsday Engine | Bug | New | Urgent | Client assert fail (possible crash) if joining game during intermission | skyjake | 2018-07-29 16:53 | 0 |
| 2470 | Doomsday Engine | Bug | New | Urgent | File WAD cannot be played back. | Deng Team | 2022-09-28 19:55 | 0 |
| 2448 | Doomsday Engine | Bug | New | Urgent | crashes when configuring mods an wads folder an video an audio settings. | Deng Team | 2021-02-16 07:57 | 0 |
| 2209 | Doomsday Engine | Bug | New | High | Materials do not get correctly reset when loading/unloading data files while a game is loaded | skyjake | 2019-10-14 10:31 | 0 |
| 2334 | Doomsday Engine | Bug | New | High | Client should load server's data files when connecting via command line | skyjake | 2019-12-01 22:34 | 0 |
| 2382 | Doomsday Engine | Bug | New | High | Recognizing IWAD/PWAD files with more accuracy (using CRC-32) | skyjake | 2020-12-08 08:26 | 0 |
| 2262 | Doomsday Engine | Bug | New | Normal | [Hexen] Quest switches in Griffin Chapel aren't working | skyjake | 2020-04-03 00:22 | 0 |
| 2091 | Doomsday Engine | Bug | New | Normal | State Particles won't start for Afrit in some cases (Hexen) | Deng Team | 2017-04-03 13:40 | 0 |
| 2094 | Doomsday Engine | Bug | New | Normal | Incorrect "Pillar-Door Statue" model direction in some cases in Heretic | skyjake | 2017-04-03 13:39 | 0 |
| 2233 | Doomsday Engine | Bug | New | Normal | Fov 160 issues with texture filtering | skyjake | 2018-10-27 16:08 | 0 |
| 2235 | Doomsday Engine | Bug | New | Normal | Afrits sometimes become invisible when frozen | skyjake | 2019-12-01 22:27 | 0 |
| 2236 | Doomsday Engine | Bug | New | Normal | Hitscan issues | skyjake | 2018-10-27 16:09 | 0 |
| 2239 | Doomsday Engine | Bug | New | Normal | HUD Frost shards from XARP changing their Zoffset if instantly fire after switching | skyjake | 2017-04-10 21:01 | 0 |
| 2253 | Doomsday Engine | Bug | New | Normal | [Doom] Arch-vile sprite disappears when resurrecting a monster | skyjake | 2018-10-27 16:09 | 0 |
| 2265 | Doomsday Engine | Bug | New | Normal | [Windows] Improved fullscreen Alt-Tab / focus lost behavior | skyjake | 2018-10-27 16:03 | 0 |
| 2385 | Doomsday Engine | Bug | New | Normal | [Heretic] Deactivating a one-time teleport | Deng Team | 2020-01-01 21:52 | 0 |
| 2398 | Doomsday Engine | Bug | New | Normal | Incorrect texture mapping | Deng Team | 2020-01-07 15:57 | 0 |
| 2308 | Doomsday Engine | Bug | New | Normal | [UI] Package tags need to wrap to multiple lines | skyjake | 2019-12-01 22:23 | 0 |
| 2363 | Doomsday Engine | Bug | New | Normal | Light Amplification powerup doesn't affect psprite 3D models | skyjake | 2020-12-08 08:26 | 0 |
| 2414 | Doomsday Engine | 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 |
| 2386 | Doomsday Engine | Bug | New | Normal | [Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector) | skyjake | 2020-12-08 08:26 | 0 |
| 2428 | Doomsday Engine | Bug | New | Normal | Hexen: inconsistent saves | Deng Team | 2020-12-07 15:34 | 0 |
| 2429 | Doomsday Engine | Bug | New | Normal | Hexen: item is used after load game | Deng Team | 2020-12-07 15:34 | 0 |
| 2388 | Doomsday Engine | Bug | New | Normal | [Heretic] Stuck monsters can close the "open stay" door | Deng Team | 2020-01-01 21:52 | 0 |
| 2435 | Doomsday Engine | Bug | New | Normal | Plutonia: invisible bridges: wrong floor texture placement | skyjake | 2020-12-08 08:26 | 0 |
| 2437 | Doomsday Engine | Bug | New | Normal | Application terminated due to exception: std::bad_alloc | Deng Team | 2020-12-06 17:29 | 0 |
| 2438 | Doomsday Engine | Bug | New | Normal | Support for non vanilla length hubs | Deng Team | 2020-12-10 19:12 | 0 |
| 2399 | Doomsday Engine | Bug | New | Normal | [Render hack] TNT map21: Transparent doors | skyjake | 2020-12-08 08:26 | 0 |

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|------|-----------------|---------|-------------|----------|--|-----------|------------------|--------|
| 2444 | Doomsday Engine | Bug | New | Normal | doom2-nerve: misaligned textures on map05 | skyjake | 2021-01-14 11:30 | 0 |
| 2450 | Doomsday Engine | Bug | New | Normal | weapon stretched | Deng Team | 2021-02-22 04:19 | 0 |
| 2456 | Doomsday Engine | Bug | New | Normal | Stable 2.3.1 linux: audio output is not saved | skyjake | 2021-04-14 19:27 | 0 |
| 2404 | Doomsday Engine | Bug | New | Normal | REKKR compatibility issues | skyjake | 2020-01-22 06:33 | 0 |
| 2422 | Doomsday Engine | 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 |
| 2457 | Doomsday Engine | Bug | New | Normal | Can't change sound settings in Manjaro linux | Deng Team | 2021-04-27 16:26 | 0 |
| 2458 | Doomsday Engine | Bug | New | Normal | 2.3.1 stable: changing audio backend while game is running hangs doomsday | skyjake | 2021-04-29 11:32 | 0 |
| 2466 | Doomsday Engine | Bug | New | Normal | Counters | Deng Team | 2021-10-23 18:38 | 0 |
| 2467 | Doomsday Engine | Bug | New | Normal | Mods in Multiplayer | Deng Team | 2021-10-23 18:51 | 0 |
| 2432 | Doomsday Engine | Bug | New | Normal | Hexen: Heresiarch is very fast on Chantry (HEXDD) | skyjake | 2020-12-07 15:34 | 0 |
| 2440 | Doomsday Engine | Bug | New | Normal | [2.3] Render Hack Regressions | skyjake | 2021-01-24 10:20 | 0 |
| 2443 | Doomsday Engine | Bug | New | Normal | [3.0] External textures load process ignores game id subfolders | skyjake | 2021-01-14 07:59 | 0 |
| 2445 | Doomsday Engine | Bug | New | Normal | Doomsday Crashes When Loading Master Levels for Doom II | Deng Team | 2021-08-07 06:00 | 0 |
| 2451 | Doomsday Engine | Bug | New | Normal | ringing sound | skyjake | 2021-02-18 07:25 | 0 |
| 2452 | Doomsday Engine | Bug | New | Normal | Clip code error | Deng Team | 2021-02-19 18:33 | 0 |
| 2472 | Doomsday Engine | Bug | New | Normal | Build errors with LTO (Gentoo) | Deng Team | 2024-04-06 09:40 | 0 |
| 2454 | Doomsday Engine | Bug | New | Normal | Map geometry is garbled in 2.3.X on Fedora 33 | Deng Team | 2021-03-23 10:45 | 0 |
| 2462 | Doomsday Engine | Bug | New | Normal | Cannot Load any Cranium or Dr Sleep Master Levels | Deng Team | 2021-08-07 06:15 | 0 |
| 2463 | Doomsday Engine | Bug | New | Normal | Game controllers | skyjake | 2021-09-02 23:15 | 0 |
| 2464 | Doomsday Engine | Bug | New | Normal | Player's weapon problem in multiplayer | Deng Team | 2021-10-23 15:11 | 0 |
| 2471 | Doomsday Engine | Bug | New | Normal | Custom fog values are reset to default values when the "reset" command is used | Deng Team | 2023-12-10 06:44 | 0 |
| 2468 | Doomsday Engine | Bug | New | Normal | build with OpenGL ES (-DDENG_OPENGL_API=GL_ES3) is broken | Deng Team | 2022-02-02 10:14 | 0 |
| 2328 | Doomsday Engine | Bug | New | Low | Not all official releases of IWADs are recognized (e.g., older than v1.9) | skyjake | 2020-12-08 08:26 | 0 |
| 2310 | Doomsday Engine | Bug | New | Low | [UI] Metadata text wrapping: should force-break very long words in Package Info popup | skyjake | 2019-12-01 22:25 | 0 |
| 2350 | Doomsday Engine | Bug | New | Low | [Doom] Status bar drawing glitch in Doom Registered v1.1 | skyjake | 2020-01-03 06:48 | 0 |
| 2367 | Doomsday Engine | Bug | New | Low | [Unix] If directory "/usr/share/doomsday/data" exists, core packages not found | skyjake | 2020-12-08 08:26 | 0 |
| 2376 | Doomsday Engine | Bug | In Progress | Low | Map geometry is garbled using GCC 5 on Fedora | skyjake | 2021-10-10 22:20 | 0 |
| 2421 | Doomsday Engine | Bug | New | Lowest | Multiplayer "zombie player" voodoo spawnspot | Deng Team | 2020-04-19 15:46 | 0 |
| 1915 | Doomsday Engine | Bug | Feedback | Lowest | Click-to-focus also handled as UI click | Deng Team | 2017-04-03 14:05 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InFineWidget) | Deng Team | 2019-11-29 12:31 | 0 |

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|------|-----------------|---------|--------|----------|---|-----------|------------------|--------|
| 1617 | Doomsday Engine | Feature | New | High | Scoped definitions and variables | Deng Team | 2016-12-01 20:17 | 0 |
| 1632 | Doomsday Engine | Feature | New | High | InFine 2.0 (on top of Doomsday Script) | Deng Team | 2019-11-29 12:31 | 0 |
| 1633 | Doomsday Engine | Feature | New | High | Console commands and Doomsday Script | skyjake | 2019-11-29 20:24 | 0 |
| 1658 | Doomsday Engine | Feature | New | High | Automatic port forwarding (UPnP/NAT-PMP/PCP) | skyjake | 2020-05-10 11:14 | 0 |
| 1749 | Doomsday Engine | Feature | New | High | Built-in effects should come in resource packs | skyjake | 2019-11-29 20:15 | 0 |
| 1754 | Doomsday Engine | Feature | New | High | Start local server using client GUI | skyjake | 2018-07-29 16:46 | 0 |
| 1765 | Doomsday Engine | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2019-11-29 20:20 | 0 |
| 1962 | Doomsday Engine | Feature | New | High | Revised network protocol based on libshell | skyjake | 2018-07-29 16:53 | 0 |
| 1986 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does when an episode ends | skyjake | 2020-12-08 08:27 | 0 |
| 2413 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does after a timeout when no clients connected | skyjake | 2020-12-08 08:27 | 0 |
| 1362 | Doomsday Engine | Feature | New | Normal | Smoothing of dynlights & halos | skyjake | 2019-11-29 16:44 | 0 |
| 1552 | Doomsday Engine | Feature | New | Normal | Tag 667 Compatibility Option | skyjake | 2018-10-27 15:53 | 0 |
| 1793 | Doomsday Engine | Feature | New | Normal | Use rich formatting in help strings | skyjake | 2019-11-29 22:49 | 0 |
| 2153 | Doomsday Engine | Feature | New | Normal | Modern multiplayer chat UI | skyjake | 2018-07-29 16:56 | 0 |
| 2184 | Doomsday Engine | Feature | New | Normal | Keyboard navigation: bindable controls | skyjake | 2016-11-20 14:48 | 0 |
| 1877 | Doomsday Engine | Feature | New | Normal | [Updater] Use Sparkle for automatic updates (on OS X) | skyjake | 2019-11-29 21:08 | 0 |
| 1920 | Doomsday Engine | Feature | New | Normal | Tree navigator widget (libappfw) | skyjake | 2017-02-08 12:06 | 0 |
| 2281 | Doomsday Engine | Feature | New | Normal | Apply Values in Hexen | skyjake | 2019-11-29 12:31 | 0 |
| 1976 | Doomsday Engine | Feature | New | Normal | Replace old Save/Load menu with new UI widgets | skyjake | 2019-11-29 21:56 | 0 |
| 2057 | Doomsday Engine | Feature | New | Normal | Multiple client instances | skyjake | 2018-07-29 16:56 | 0 |
| 2289 | Doomsday Engine | Feature | New | Normal | Filtering game profiles in Home using search terms | skyjake | 2019-11-29 22:50 | 0 |
| 2298 | Doomsday Engine | Feature | New | Normal | Upgrade Assimp to latest 4.x version | skyjake | 2019-10-27 20:13 | 0 |
| 2304 | Doomsday Engine | Feature | New | Normal | OGG/FLAC custom loop tags | skyjake | 2019-12-31 11:05 | 0 |
| 2093 | Doomsday Engine | Feature | New | Normal | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode | Deng Team | 2016-03-27 08:20 | 0 |
| 2159 | Doomsday Engine | Feature | New | Normal | Enhanced control over model animation sequences | skyjake | 2016-05-13 14:03 | 0 |
| 2390 | Doomsday Engine | Feature | New | Normal | [FMOD] Ogg Vorbis custom loop point tags | skyjake | 2020-12-08 08:27 | 0 |
| 2407 | Doomsday Engine | Feature | New | Normal | "follow / no follow" in the automap settings | Deng Team | 2020-01-28 01:23 | 0 |
| 2286 | Doomsday Engine | Feature | New | Normal | Editing all global Doomsday key bindings | skyjake | 2018-10-12 19:45 | 0 |
| 2355 | Doomsday Engine | Feature | New | Normal | Build must fail on macOS notarization error | Deng Team | 2019-11-30 08:03 | 0 |
| 2383 | Doomsday Engine | Feature | New | Normal | Stereo rendering convergence setting | Deng Team | 2019-12-27 14:41 | 0 |
| 2433 | Doomsday Engine | Feature | New | Normal | HACX 2.0r61 | Deng Team | 2020-12-07 19:02 | 0 |
| 2387 | Doomsday Engine | Feature | New | Normal | [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option) | Deng Team | 2020-01-01 21:53 | 0 |

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| 2391 | Doomsday Engine | Feature | New | Normal | [SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback | Deng Team | 2020-01-03 05:00 | 0 |
| 2392 | Doomsday Engine | Feature | New | Normal | Sky-lit sectors should not be dimmer than non-sky-lit sectors with equivalent light level | skyjake | 2020-12-08 08:27 | 0 |
| 2393 | Doomsday Engine | Feature | New | Normal | Map selection UI for Master Levels for Doom II (Episode with additional packages) | skyjake | 2020-12-08 08:27 | 0 |
| 2434 | Doomsday Engine | Feature | New | Normal | CHEX3 v1.4 | Deng Team | 2020-12-07 19:02 | 0 |
| 2394 | Doomsday Engine | Feature | New | Normal | Episodes defined in game profile | Deng Team | 2020-01-05 12:52 | 0 |
| 2395 | Doomsday Engine | Feature | New | Normal | Exporting and importing game profiles (files and dengine.net) | Deng Team | 2020-01-05 09:07 | 0 |
| 2403 | Doomsday Engine | Feature | New | Normal | User-provided particle texture flipbook (atlas) | skyjake | 2020-12-08 08:27 | 0 |
| 2453 | Doomsday Engine | Feature | New | Normal | head bobbing model.weapon.* simple scale factor | Deng Team | 2021-03-15 02:17 | 0 |
| 2420 | Doomsday Engine | Feature | New | Normal | Heretic: new visual effects, light decorations and particle generators | Deng Team | 2020-04-18 00:57 | 0 |
| 2423 | Doomsday Engine | Feature | New | Normal | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery | Deng Team | 2020-05-10 11:23 | 0 |
| 2430 | Doomsday Engine | Feature | New | Normal | Add support for Bethesda.net official addon PWADs | Deng Team | 2020-09-17 14:28 | 0 |
| 2439 | Doomsday Engine | Feature | New | Normal | Copy/paste to/from clipboard in the command prompt | Deng Team | 2021-01-03 07:22 | 0 |
| 2449 | Doomsday Engine | Feature | New | Normal | FBX LOD | skyjake | 2021-02-17 21:38 | 0 |
| 2465 | Doomsday Engine | Feature | New | Normal | Keeping arsenal in coop | Deng Team | 2021-10-23 18:36 | 0 |
| 2469 | Doomsday Engine | Feature | New | Normal | NVIDIA RTX Ray Tracing Support | Deng Team | 2022-08-30 04:21 | 0 |
| 1513 | Doomsday Engine | Feature | New | Low | Examples with escaped quotes in context help for ccmd alias | skyjake | 2019-11-29 22:50 | 0 |
| 1758 | Doomsday Engine | Feature | New | Low | Separate left/right modifier keys (Shift, Alt, etc.) | skyjake | 2019-11-29 12:37 | 0 |
| 2192 | Doomsday Engine | Feature | New | Low | Procedural images generated based on a text file (.deimage) | skyjake | 2017-03-04 09:25 | 0 |
| 2377 | Doomsday Engine | Feature | New | Lowest | [Hexen] Option for monster respawn rate | Deng Team | 2019-12-24 06:35 | 0 |
| 2416 | Doomsday Engine | Other | New | Normal | doomsday not launching (note the other post doomsday n was an error) | Deng Team | 2020-02-23 15:17 | 0 |
| 1876 | Doomsday Engine | Bug | In Progress | High | [XG] Floor chains appear infunfunctional | skyjake | 2019-11-26 21:18 | 10 |
| 1821 | Doomsday Engine | Bug | Progressed | High | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere) | skyjake | 2019-11-30 08:25 | 10 |
| 1449 | Doomsday Engine | Feature | Progressed | Urgent | Setup bindings/controls via taskbar UI | Deng Team | 2016-07-05 23:54 | 10 |
| 2170 | Doomsday Engine | Feature | Progressed | Normal | Improved sequence-based model animation mechanism | skyjake | 2016-08-07 09:01 | 10 |
| 1891 | Doomsday Engine | Feature | Progressed | Low | Notification area animations | skyjake | 2019-11-29 21:37 | 10 |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2016-07-06 00:03 | 20 |
| 1620 | Doomsday Engine | Feature | Progressed | High | XG 2.0 | Deng Team | 2019-11-29 19:05 | 20 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1615 | Doomsday Engine | Feature | Progressed | Normal | Sloped planes | skyjake | 2018-10-27 15:10 | 20 |
| 2160 | Doomsday Engine | Feature | Progressed | Low | Custom screenshader support and profiles | Deng Team | 2020-02-04 21:49 | 20 |

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| 7 | Doomsday Engine | Feature | Progressed | Urgent | Next-gen renderer (codename "Gloom") | skyjake | 2018-10-27 16:10 | 30 |
| 1203 | Doomsday Engine | Feature | Progressed | High | Additional save slots — revised save management | skyjake | 2019-11-29 16:18 | 30 |
| 1190 | Doomsday Engine | Feature | Progressed | High | External scripts for mobj behavior | skyjake | 2019-11-29 16:13 | 30 |
| 1647 | Doomsday Engine | Feature | Progressed | High | Replace FS1 with FS2-based resource management | skyjake | 2019-11-29 21:33 | 30 |
| 2354 | Doomsday Engine | Bug | In Progress | Normal | Compatibility with TNT: Revolucion (MAP30) | skyjake | 2019-12-18 21:41 | 50 |
| 2017 | Doomsday Engine | Bug | Progressed | Normal | Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding | skyjake | 2018-11-19 15:18 | 50 |
| 1201 | Doomsday Engine | Feature | New | High | Dynamic shadows | skyjake | 2019-11-29 16:15 | 50 |
| 6 | Doomsday Engine | Feature | Progressed | Normal | Draw lens flares using GL2 | skyjake | 2016-08-09 11:05 | 50 |
| 2241 | Doomsday Engine | Feature | Progressed | Normal | Configure games via Home UI (advanced users, cf. autoexec.cfg) | skyjake | 2019-11-29 22:19 | 50 |
| 1623 | Doomsday Engine | Feature | Progressed | Urgent | Shaders | skyjake | 2018-10-27 15:14 | 60 |
| 2185 | Doomsday Engine | Feature | In Progress | High | Package repositories | skyjake | 2019-10-14 10:43 | 60 |
| 1539 | Doomsday Engine | Feature | Progressed | Normal | Armor, powerups (object status) controls 3D model representation | skyjake | 2019-12-15 15:28 | 70 |
| 1601 | Doomsday Engine | Feature | In Progress | Urgent | Package management | skyjake | 2019-10-14 10:44 | 80 |
| 1301 | Doomsday Engine | Feature | Progressed | High | Redesigned DED Reader | skyjake | 2019-11-29 16:27 | 80 |
| 4 | Doomsday Engine | Feature | In Progress | Normal | UI improvements | skyjake | 2019-11-29 21:27 | 80 |
| 2370 | Doomsday Engine | Bug | In Progress | Normal | [2.3 Unstable] Render Hack Regressions | skyjake | 2020-02-23 15:13 | 90 |
| 1886 | Doomsday Engine | Feature | In Progress | Urgent | Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input | skyjake | 2019-10-14 10:23 | 90 |
| 2446 | Doomsday Engine | Bug | Resolved | High | [Heretic] Sky texture is stretched and only partially visible | skyjake | 2021-01-31 19:12 | 100 |
| 2455 | Doomsday Engine | Bug | Resolved | Normal | rpm package requires libfluidsynth.so.1 but Fedora 33 provides libfluidsynth.so.2 only | Deng Team | 2021-11-20 00:26 | 100 |
| 2436 | Doomsday Engine | Bug | In Progress | Normal | Incompatibility with the new M1 | skyjake | 2021-02-03 13:32 | 100 |
| 2431 | Doomsday Engine | Bug | Resolved | Normal | Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only | skyjake | 2021-07-31 09:51 | 100 |
| 2447 | Doomsday Engine | Bug | Resolved | Normal | [Hexen] Sky texture is not tall enough | skyjake | 2021-02-01 09:27 | 100 |
| 2442 | Doomsday Engine | Bug | Resolved | Low | Plane texture misalignment with non-64x64 size | skyjake | 2021-01-13 22:06 | 100 |
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |
| 2288 | Doomsday Engine | Feature | New | Normal | Configure all multiplayer game options via GUI | skyjake | 2018-10-27 14:45 | 100 |
| 1635 | Doomsday Engine | Feature | Resolved | Normal | HDR rendering | skyjake | 2018-10-27 15:06 | 100 |