

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2421	Doomsday Engine	Bug	New	Lowest	Multiplayer "zombie player" voodoo spawnspot	Deng Team	2020-04-19 15:46	0
2377	Doomsday Engine	Feature	New	Lowest	[Hexen] Option for monster respawn rate	Deng Team	2019-12-24 06:35	0
1915	Doomsday Engine	Bug	Feedback	Lowest	Click-to-focus also handled as UI click	Deng Team	2017-04-03 14:05	0
2376	Doomsday Engine	Bug	In Progress	Low	Map geometry is garbled using GCC 5 on Fedora	skyjake	2021-10-10 22:20	0
2442	Doomsday Engine	Bug	Resolved	Low	Plane texture misalignment with non-64x64 size	skyjake	2021-01-13 22:06	100
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
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
2160	Doomsday Engine	Feature	Progressed	Low	Custom screenshader support and profiles	Deng Team	2020-02-04 21:49	20
2350	Doomsday Engine	Bug	New	Low	[Doom] Status bar drawing glitch in Doom Registered v1.1	skyjake	2020-01-03 06:48	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
1513	Doomsday Engine	Feature	New	Low	Examples with escaped quotes in context help for cmd alias	skyjake	2019-11-29 22:50	0
1891	Doomsday Engine	Feature	Progressed	Low	Notification area animations	skyjake	2019-11-29 21:37	10
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
2472	Doomsday Engine	Bug	New	Normal	Build errors with LTO (Gentoo)	Deng Team	2024-04-06 09:40	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
2469	Doomsday Engine	Feature	New	Normal	NVIDIA RTX Ray Tracing Support	Deng Team	2022-08-30 04:21	0
2468	Doomsday Engine	Bug	New	Normal	build with OpenGL ES (-DDENG_OPENGL_API=GLES3) is broken	Deng Team	2022-02-02 10:14	0
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
2467	Doomsday Engine	Bug	New	Normal	Mods in Multiplayer	Deng Team	2021-10-23 18:51	0
2466	Doomsday Engine	Bug	New	Normal	Counters	Deng Team	2021-10-23 18:38	0
2465	Doomsday Engine	Feature	New	Normal	Keeping arsenal in coop	Deng Team	2021-10-23 18:36	0
2464	Doomsday Engine	Bug	New	Normal	Player's weapon problem in multiplayer	Deng Team	2021-10-23 15:11	0
2463	Doomsday Engine	Bug	New	Normal	Game controllers	skyjake	2021-09-02 23:15	0
2462	Doomsday Engine	Bug	New	Normal	Cannot Load any Cranium or Dr Sleep Master Levels	Deng Team	2021-08-07 06:15	0
2445	Doomsday Engine	Bug	New	Normal	Doomsday Crashes When Loading Master Levels for Doom II	Deng Team	2021-08-07 06:00	0
2431	Doomsday Engine	Bug	Resolved	Normal	Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only	skyjake	2021-07-31 09:51	100
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

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2457	Doomsday Engine	Bug	New	Normal	Can't change sound settings in Manjaro linux	Deng Team	2021-04-27 16:26	0
2456	Doomsday Engine	Bug	New	Normal	Stable 2.3.1 linux: audio output is not saved	skyjake	2021-04-14 19:27	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
2453	Doomsday Engine	Feature	New	Normal	head bobbing model.weapon.* simple scale factor	Deng Team	2021-03-15 02:17	0
2450	Doomsday Engine	Bug	New	Normal	weapon stretched	Deng Team	2021-02-22 04:19	0
2452	Doomsday Engine	Bug	New	Normal	Clip code error	Deng Team	2021-02-19 18:33	0
2451	Doomsday Engine	Bug	New	Normal	ringing sound	skyjake	2021-02-18 07:25	0
2449	Doomsday Engine	Feature	New	Normal	FBX LOD	skyjake	2021-02-17 21:38	0
2436	Doomsday Engine	Bug	In Progress	Normal	Incompatibility with the new M1	skyjake	2021-02-03 13:32	100
2447	Doomsday Engine	Bug	Resolved	Normal	[Hexen] Sky texture is not tall enough	skyjake	2021-02-01 09:27	100
2440	Doomsday Engine	Bug	New	Normal	[2.3] Render Hack Regressions	skyjake	2021-01-24 10:20	0
2444	Doomsday Engine	Bug	New	Normal	doom2-nerve: misaligned textures on map05	skyjake	2021-01-14 11:30	0
2443	Doomsday Engine	Bug	New	Normal	[3.0] External textures load process ignores game id subfolders	skyjake	2021-01-14 07:59	0
2439	Doomsday Engine	Feature	New	Normal	Copy/paste to/from clipboard in the command prompt	Deng Team	2021-01-03 07:22	0
2438	Doomsday Engine	Bug	New	Normal	Support for non vanilla length hubs	Deng Team	2020-12-10 19:12	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
2403	Doomsday Engine	Feature	New	Normal	User-provided particle texture flipbook (atlas)	skyjake	2020-12-08 08:27	0
2390	Doomsday Engine	Feature	New	Normal	[FMOD] Ogg Vorbis custom loop point tags	skyjake	2020-12-08 08:27	0
2363	Doomsday Engine	Bug	New	Normal	Light Amplification powerup doesn't affect psprite 3D models	skyjake	2020-12-08 08:26	0
2435	Doomsday Engine	Bug	New	Normal	Plutonia: invisible bridges: wrong floor texture placement	skyjake	2020-12-08 08:26	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
2399	Doomsday Engine	Bug	New	Normal	[Render hack] TNT map21: Transparent doors	skyjake	2020-12-08 08:26	0
2433	Doomsday Engine	Feature	New	Normal	HACX 2.0r61	Deng Team	2020-12-07 19:02	0
2434	Doomsday Engine	Feature	New	Normal	CHEX3 v1.4	Deng Team	2020-12-07 19:02	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
2432	Doomsday Engine	Bug	New	Normal	Hexen: Heresiarch is very fast on Chantry (HEXDD)	skyjake	2020-12-07 15:34	0
2437	Doomsday Engine	Bug	New	Normal	Application terminated due to exception: std::bad_alloc	Deng Team	2020-12-06 17:29	0
2430	Doomsday Engine	Feature	New	Normal	Add support for Bethesda.net official addon PWADs	Deng Team	2020-09-17 14:28	0

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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
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
2420	Doomsday Engine	Feature	New	Normal	Heretic: new visual effects, light decorations and particle generators	Deng Team	2020-04-18 00:57	0
2262	Doomsday Engine	Bug	New	Normal	[Hexen] Quest switches in Griffin Chapel aren't working	skyjake	2020-04-03 00:22	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
2370	Doomsday Engine	Bug	In Progress	Normal	[2.3 Unstable] Render Hack Regressions	skyjake	2020-02-23 15:13	90
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
2407	Doomsday Engine	Feature	New	Normal	"follow / no follow" in the automap settings	Deng Team	2020-01-28 01:23	0
2404	Doomsday Engine	Bug	New	Normal	REKKR compatibility issues	skyjake	2020-01-22 06:33	0
2398	Doomsday Engine	Bug	New	Normal	Incorrect texture mapping	Deng Team	2020-01-07 15:57	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
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
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
2388	Doomsday Engine	Bug	New	Normal	[Heretic] Stuck monsters can close the "open stay" door	Deng Team	2020-01-01 21:52	0
2385	Doomsday Engine	Bug	New	Normal	[Heretic] Deactivating a one-time teleport	Deng Team	2020-01-01 21:52	0
2304	Doomsday Engine	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2019-12-31 11:05	0
2383	Doomsday Engine	Feature	New	Normal	Stereo rendering convergence setting	Deng Team	2019-12-27 14:41	0
2354	Doomsday Engine	Bug	In Progress	Normal	Compatibility with TNT: Revilution (MAP30)	skyjake	2019-12-18 21:41	50
1539	Doomsday Engine	Feature	Progressed	Normal	Armor, powerups (object status) controls 3D model representation	skyjake	2019-12-15 15:28	70
2235	Doomsday Engine	Bug	New	Normal	Afrits sometimes become invisible when frozen	skyjake	2019-12-01 22:27	0
2308	Doomsday Engine	Bug	New	Normal	[UI] Package tags need to wrap to multiple lines	skyjake	2019-12-01 22:23	0
2355	Doomsday Engine	Feature	New	Normal	Build must fail on macOS notarization error	Deng Team	2019-11-30 08:03	0
2289	Doomsday Engine	Feature	New	Normal	Filtering game profiles in Home using search terms	skyjake	2019-11-29 22:50	0
1793	Doomsday Engine	Feature	New	Normal	Use rich formatting in help strings	skyjake	2019-11-29 22:49	0
2241	Doomsday Engine	Feature	Progressed	Normal	Configure games via Home UI (advanced users, cf. autoexec.cfg)	skyjake	2019-11-29 22:19	50
1976	Doomsday Engine	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2019-11-29 21:56	0
4	Doomsday Engine	Feature	In Progress	Normal	UI improvements	skyjake	2019-11-29 21:27	80
1877	Doomsday Engine	Feature	New	Normal	[Updater] Use Sparkle for automatic updates (on OS X)	skyjake	2019-11-29 21:08	0
1362	Doomsday Engine	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2019-11-29 16:44	0

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2281	Doomsday Engine	Feature	New	Normal	Apply Values in Hexen	skyjake	2019-11-29 12:31	0
2298	Doomsday Engine	Feature	New	Normal	Upgrade Assimp to latest 4.x version	skyjake	2019-10-27 20:13	0
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
2236	Doomsday Engine	Bug	New	Normal	Hitscan issues	skyjake	2018-10-27 16:09	0
2253	Doomsday Engine	Bug	New	Normal	[Doom] Arch-vile sprite disappears when resurrecting a monster	skyjake	2018-10-27 16:09	0
2233	Doomsday Engine	Bug	New	Normal	Fov 160 issues with texture filtering	skyjake	2018-10-27 16:08	0
2265	Doomsday Engine	Bug	New	Normal	[Windows] Improved fullscreen Alt-Tab / focus lost behavior	skyjake	2018-10-27 16:03	0
1552	Doomsday Engine	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2018-10-27 15:53	0
1615	Doomsday Engine	Feature	Progressed	Normal	Sloped planes	skyjake	2018-10-27 15:10	20
1635	Doomsday Engine	Feature	Resolved	Normal	HDR rendering	skyjake	2018-10-27 15:06	100
2288	Doomsday Engine	Feature	New	Normal	Configure all multiplayer game options via GUI	skyjake	2018-10-27 14:45	100
2286	Doomsday Engine	Feature	New	Normal	Editing all global Doomsday key bindings	skyjake	2018-10-12 19:45	0
2153	Doomsday Engine	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2018-07-29 16:56	0
2057	Doomsday Engine	Feature	New	Normal	Multiple client instances	skyjake	2018-07-29 16:56	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
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
1920	Doomsday Engine	Feature	New	Normal	Tree navigator widget (libappfw)	skyjake	2017-02-08 12:06	0
2184	Doomsday Engine	Feature	New	Normal	Keyboard navigation: bindable controls	skyjake	2016-11-20 14:48	0
6	Doomsday Engine	Feature	Progressed	Normal	Draw lens flares using GL2	skyjake	2016-08-09 11:05	50
2170	Doomsday Engine	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10
2159	Doomsday Engine	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 14:03	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
2446	Doomsday Engine	Bug	Resolved	High	[Heretic] Sky texture is stretched and only partially visible	skyjake	2021-01-31 19:12	100
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
1986	Doomsday Engine	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2020-12-08 08:27	0
2382	Doomsday Engine	Bug	New	High	Recognizing IWAD/PWAD files with more accuracy (using CRC-32)	skyjake	2020-12-08 08:26	0
1658	Doomsday Engine	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2020-05-10 11:14	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
1821	Doomsday Engine	Bug	Progressed	High	[Hexen] Monsters do not always awaken (Seven Portals and elsewhere)	skyjake	2019-11-30 08:25	10
1647	Doomsday Engine	Feature	Progressed	High	Replace FS1 with FS2-based resource management	skyjake	2019-11-29 21:33	30

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1633	Doomsday Engine	Feature	New	High	Console commands and Doomsday Script	skyjake	2019-11-29 20:24	0
1765	Doomsday Engine	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2019-11-29 20:20	0
1749	Doomsday Engine	Feature	New	High	Built-in effects should come in resource packs	skyjake	2019-11-29 20:15	0
1620	Doomsday Engine	Feature	Progressed	High	XG 2.0	Deng Team	2019-11-29 19:05	20
1301	Doomsday Engine	Feature	Progressed	High	Redesigned DED Reader	skyjake	2019-11-29 16:27	80
1203	Doomsday Engine	Feature	Progressed	High	Additional save slots — revised save management	skyjake	2019-11-29 16:18	30
1201	Doomsday Engine	Feature	New	High	Dynamic shadows	skyjake	2019-11-29 16:15	50
1190	Doomsday Engine	Feature	Progressed	High	External scripts for mobj behavior	skyjake	2019-11-29 16:13	30
1632	Doomsday Engine	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2019-11-29 12:31	0
1876	Doomsday Engine	Bug	In Progress	High	[XG] Floor chains appear infunfunctional	skyjake	2019-11-26 21:18	10
2185	Doomsday Engine	Feature	In Progress	High	Package repositories	skyjake	2019-10-14 10:43	60
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
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1962	Doomsday Engine	Feature	New	High	Revised network protocol based on libshell	skyjake	2018-07-29 16:53	0
1754	Doomsday Engine	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
1617	Doomsday Engine	Feature	New	High	Scoped definitions and variables	Deng Team	2016-12-01 20:17	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
2068	Doomsday Engine	Bug	New	Urgent	[HeXen] Badguys not retaining alerted status upon return to a map	skyjake	2019-11-30 08:25	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2019-11-29 12:31	0
1601	Doomsday Engine	Feature	In Progress	Urgent	Package management	skyjake	2019-10-14 10:44	80
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
7	Doomsday Engine	Feature	Progressed	Urgent	Next-gen renderer (codename "Gloom")	skyjake	2018-10-27 16:10	30
1623	Doomsday Engine	Feature	Progressed	Urgent	Shaders	skyjake	2018-10-27 15:14	60
1945	Doomsday Engine	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2018-10-27 15:08	100
1989	Doomsday Engine	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	2018-07-29 16:53	0
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
1449	Doomsday Engine	Feature	Progressed	Urgent	Setup bindings/controls via taskbar UI	Deng Team	2016-07-05 23:54	10