

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|--|-----------|------------------|--------|
| 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 |
| 2470 | Doomsday Engine | Bug | New | Urgent | File WAD cannot be played back. | Deng Team | 2022-09-28 19:55 | 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 |
| 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 |
| 2457 | Doomsday Engine | Bug | New | Normal | Can't change sound settings in Manjaro linux | Deng Team | 2021-04-27 16:26 | 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 2421 | Doomsday Engine | Bug | New | Lowest | Multiplayer "zombie player" voodoo spawnspot | Deng Team | 2020-04-19 15:46 | 0 |

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| 2420 | Doomsday Engine | Feature | New | Normal | Heretic: new visual effects, light decorations and particle generators | Deng Team | 2020-04-18 00:57 | 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 |
| 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 |
| 2160 | Doomsday Engine | Feature | Progressed | Low | Custom screenshader support and profiles | Deng Team | 2020-02-04 21:49 | 20 |
| 2407 | Doomsday Engine | Feature | New | Normal | "follow / no follow" in the automap settings | Deng Team | 2020-01-28 01:23 | 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 |
| 2383 | Doomsday Engine | Feature | New | Normal | Stereo rendering convergence setting | Deng Team | 2019-12-27 14:41 | 0 |
| 2377 | Doomsday Engine | Feature | New | Lowest | [Hexen] Option for monster respawn rate | Deng Team | 2019-12-24 06:35 | 0 |
| 2355 | Doomsday Engine | Feature | New | Normal | Build must fail on macOS notarization error | Deng Team | 2019-11-30 08:03 | 0 |
| 1620 | Doomsday Engine | Feature | Progressed | High | XG 2.0 | Deng Team | 2019-11-29 19:05 | 20 |
| 1632 | Doomsday Engine | Feature | New | High | InFine 2.0 (on top of Doomsday Script) | Deng Team | 2019-11-29 12:31 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InfineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 1915 | Doomsday Engine | Bug | Feedback | Lowest | Click-to-focus also handled as UI click | Deng Team | 2017-04-03 14:05 | 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 |
| 1617 | Doomsday Engine | Feature | New | High | Scoped definitions and variables | Deng Team | 2016-12-01 20:17 | 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 |
| 2093 | Doomsday Engine | Feature | New | Normal | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode | Deng Team | 2016-03-27 08:20 | 0 |