

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