

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|----|-----------------|---------|-------------|----------|--|----------|------------------|--------|
| 4 | Doomsday Engine | Feature | In Progress | Normal | UI improvements | skyjake | 2019-11-29 21:27 | 80 |
| 5 | Doomsday Engine | Feature | Closed | Normal | Multiplayer UI as part of taskbar | skyjake | 2014-03-08 13:49 | 100 |
| 6 | Doomsday Engine | Feature | Progressed | Normal | Draw lens flares using GL2 | skyjake | 2016-08-09 11:05 | 50 |
| 7 | Doomsday Engine | Feature | Progressed | Urgent | Next-gen renderer (codename "Gloom") | skyjake | 2018-10-27 16:10 | 30 |
| 8 | Doomsday Engine | Feature | Closed | Normal | New GL2 based model renderer | skyjake | 2014-10-27 17:06 | 100 |
| 9 | Doomsday Engine | Feature | Progressed | High | Use local server to run single-player games | | 2019-11-29 20:21 | 0 |
| 10 | Doomsday Engine | Bug | New | Normal | [InFine] Line spacing for text | | 2017-04-03 14:41 | 0 |
| 11 | Doomsday Engine | Bug | Closed | Low | Hitscan weapons cannot hit floor or ceiling | skyjake | 2012-08-27 15:21 | 100 |
| 12 | Doomsday Engine | Bug | Closed | Normal | Client stopped by invisible walls/mobjs | skyjake | 2012-08-27 15:21 | 100 |
| 13 | Doomsday Engine | Bug | Closed | Normal | Excessive warping on clientside | skyjake | 2012-08-27 15:21 | 100 |
| 14 | Doomsday Engine | Bug | Closed | Normal | Plasma rifle firing animation frames stuck | skyjake | 2012-08-27 15:21 | 100 |
| 15 | Doomsday Engine | Bug | Closed | Low | Master server isn't working | skyjake | 2012-08-27 15:21 | 100 |
| 16 | Doomsday Engine | Bug | Closed | High | Client can't connect to server | skyjake | 2012-08-27 15:21 | 100 |
| 17 | Doomsday Engine | Bug | Closed | Normal | Scripted messages not shown on clientside | skyjake | 2012-08-27 15:21 | 100 |
| 18 | Doomsday Engine | Bug | Closed | High | jHexen: Nonexistent mobjs on clientside | skyjake | 2012-08-27 15:21 | 100 |
| 19 | Doomsday Engine | Bug | Closed | Low | jHexen: Extruding spike anim jumpy on clientside | skyjake | 2012-08-27 15:21 | 100 |
| 20 | Doomsday Engine | Bug | Closed | High | Client doesn't step up onto mobjs | skyjake | 2012-08-27 15:21 | 100 |
| 21 | Doomsday Engine | Bug | Closed | Urgent | jHexen client crashes when changing level | skyjake | 2012-08-27 15:21 | 100 |
| 22 | Doomsday Engine | Bug | Closed | Normal | Player clmobj stops animating | skyjake | 2012-08-27 15:21 | 100 |
| 23 | Doomsday Engine | Bug | Closed | Urgent | jDoom fails to recognize Doom2.wad "00f6d407" | skyjake | 2019-12-27 12:55 | 100 |
| 24 | Doomsday Engine | Bug | Closed | Lowest | jDoom: Firing psprites have minor visual artifacts | skyjake | 2012-08-27 15:21 | 100 |
| 25 | Doomsday Engine | Bug | Closed | Low | Translucent Cacodemons | skyjake | 2012-08-27 15:21 | 100 |
| 26 | Doomsday Engine | Bug | Closed | Low | jHexen: status bar flickers | skyjake | 2012-08-27 15:21 | 100 |
| 27 | Doomsday Engine | Bug | Closed | Urgent | jHexen server doesn't restore maps in hub | skyjake | 2012-08-27 15:21 | 100 |
| 28 | Doomsday Engine | Bug | Closed | Low | mouse turning/mouse look jerkiness | skyjake | 2012-08-27 15:21 | 100 |
| 29 | Doomsday Engine | Bug | Closed | Normal | jDoom: Server crashes when connecting | skyjake | 2012-08-27 15:21 | 100 |
| 30 | Doomsday Engine | Bug | Closed | Lowest | D'Sparil not teleporting after shooting | | 2012-08-27 15:21 | 100 |
| 31 | Doomsday Engine | Bug | Closed | Lowest | Disappearing walls when looking up/down | | 2012-08-27 15:21 | 100 |
| 32 | Doomsday Engine | Bug | Closed | Lowest | No text between hubs | | 2012-08-27 15:21 | 100 |
| 33 | Doomsday Engine | Bug | Closed | Normal | Netgame pausing doesn't work | skyjake | 2012-08-27 15:21 | 100 |
| 34 | Doomsday Engine | Bug | Closed | Normal | -nohightex disables particle textures | skyjake | 2012-08-27 15:21 | 100 |

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| 35 | Doomsday Engine | Bug | Closed | Lowest | Improper fog in JHexen | skyjake | 2012-08-27 15:21 | 100 |
| 36 | Doomsday Engine | Bug | Closed | Low | Glowing flat lights vs. dynlights | skyjake | 2012-08-27 15:21 | 100 |
| 37 | Doomsday Engine | Bug | Closed | Low | Fog isn't saved into savegames | skyjake | 2012-08-27 15:21 | 100 |
| 39 | Doomsday Engine | Bug | Closed | Low | jDoom: Sliding corpses | skyjake | 2012-08-27 15:21 | 100 |
| 41 | Doomsday Engine | Bug | Closed | Low | jDoom: Missile puffs vs. Bullet puffs | skyjake | 2012-08-27 15:21 | 100 |
| 42 | Doomsday Engine | Bug | Closed | High | jDoom crashes with some PWADs | skyjake | 2012-08-27 15:21 | 100 |
| 43 | Doomsday Engine | Bug | Closed | Low | jDoom doesn't render the objects in 3D | | 2012-08-27 15:21 | 100 |
| 44 | Doomsday Engine | Bug | Closed | Normal | 60 Hz Bug - cannot be forced to run with higher frequencies! | skyjake | 2012-08-27 15:21 | 100 |
| 45 | Doomsday Engine | Bug | Closed | Low | Sound:Ext ignored | skyjake | 2012-08-27 15:21 | 100 |
| 48 | Doomsday Engine | Bug | Closed | Low | Spawnmobj console command in XG | | 2012-08-27 15:21 | 100 |
| 49 | Doomsday Engine | Bug | Closed | Low | ATI/OpenGL: Menu, startup screen corrupt | skyjake | 2012-08-27 15:21 | 100 |
| 50 | Doomsday Engine | Bug | Closed | Low | Light-amp doesn't affect particles | skyjake | 2012-08-27 15:21 | 100 |
| 53 | Doomsday Engine | Bug | Closed | Normal | Glowing textures+flats not effected by fog | skyjake | 2012-08-27 15:21 | 100 |
| 54 | Doomsday Engine | Bug | Closed | Normal | PWAD savegame crash | skyjake | 2012-08-27 15:21 | 100 |
| 55 | Doomsday Engine | Bug | Closed | Lowest | jHeretic: Interlude time wrong when sec=0 | skyjake | 2012-08-27 15:21 | 100 |
| 56 | Doomsday Engine | Bug | Closed | Low | Sprites clipped by a sky ceiling | skyjake | 2012-08-27 15:21 | 100 |
| 57 | Doomsday Engine | Bug | Closed | Low | jHexen: Weapon pieces bob only partially | skyjake | 2012-08-27 15:21 | 100 |
| 59 | Doomsday Engine | Bug | Closed | Low | Unwanted sound info shown | skyjake | 2012-08-27 15:21 | 100 |
| 61 | Doomsday Engine | Bug | Closed | Normal | The golden doors on the Seven Portals are buggy. | | 2012-08-27 15:21 | 100 |
| 62 | Doomsday Engine | Bug | Closed | Lowest | Halo clipping vs. masked walls | skyjake | 2012-08-27 15:21 | 100 |
| 63 | Doomsday Engine | Bug | Closed | High | Halo occlusion flickers | skyjake | 2012-08-27 15:21 | 100 |
| 64 | Doomsday Engine | Bug | Closed | Normal | White gaps where walls meet on TNT2 | skyjake | 2012-08-27 15:21 | 100 |
| 65 | Doomsday Engine | Bug | Closed | High | Shiny skins on HUD Models | skyjake | 2012-08-27 15:21 | 100 |
| 66 | Doomsday Engine | Bug | Closed | High | Dynlights leak through walls | skyjake | 2012-08-27 15:21 | 100 |
| 67 | Doomsday Engine | Bug | Closed | Normal | Missing upper texture | skyjake | 2012-08-27 15:21 | 100 |
| 69 | Doomsday Engine | Bug | Closed | High | jHexen: Fire Minotaur Statues stretched | skyjake | 2012-08-27 15:21 | 100 |
| 70 | Doomsday Engine | Bug | Closed | High | jHexen: Wings of Wrath stuck | skyjake | 2012-08-27 15:21 | 100 |
| 71 | Doomsday Engine | Bug | Closed | High | Sounds pop with DS8 | skyjake | 2012-08-27 15:21 | 100 |
| 73 | Doomsday Engine | Bug | Closed | Urgent | jHeretic: "Void" in the floor | skyjake | 2012-08-27 15:21 | 100 |
| 74 | Doomsday Engine | Bug | Closed | Normal | Voodoo: Brightness setting messes with desktop | | 2012-08-27 15:21 | 100 |
| 75 | Doomsday Engine | Bug | Closed | Normal | Random Crashes with Ultimate Doom | skyjake | 2012-08-27 15:21 | 100 |
| 85 | Doomsday Engine | Bug | Closed | Normal | Virtual File Hierarchy (pk3) route folders bug | skyjake | 2012-08-27 15:21 | 100 |
| 86 | Doomsday Engine | Bug | Closed | High | Unused MD2 models are loaded anyway | skyjake | 2012-08-27 15:21 | 100 |

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| 87 | Doomsday Engine | Bug | Closed | Normal | console command kill | skyjake | 2012-08-27 15:21 | 100 |
| 88 | Doomsday Engine | Bug | Closed | Urgent | Halo clipping vs. polyobjs | skyjake | 2012-08-27 15:21 | 100 |
| 89 | Doomsday Engine | Bug | Closed | Lowest | Can't load DooM, although DooM2 loads fine | | 2012-08-27 15:21 | 100 |
| 90 | Doomsday Engine | Bug | Closed | High | Base-relative skin paths in MD2s | skyjake | 2012-08-27 15:21 | 100 |
| 93 | Doomsday Engine | Bug | Closed | High | Jittery missiles | skyjake | 2012-08-27 15:21 | 100 |
| 94 | Doomsday Engine | Bug | Closed | Urgent | Wrong flat textures on clientside | skyjake | 2012-08-27 15:21 | 100 |
| 95 | Doomsday Engine | Bug | Closed | Normal | Relative md2 skin paths no longer work | skyjake | 2012-08-27 15:21 | 100 |
| 96 | Doomsday Engine | Bug | Closed | Normal | jHexen: Gargoyle stretched out? | skyjake | 2012-08-27 15:21 | 100 |
| 97 | Doomsday Engine | Bug | Closed | High | Loading order of included DEDs | skyjake | 2012-08-27 15:21 | 100 |
| 98 | Doomsday Engine | Bug | Closed | High | jHeretic: Speed + Use Artifact = Jump | skyjake | 2012-08-27 15:21 | 100 |
| 100 | Doomsday Engine | Bug | Closed | Normal | Doom2 level 29 floor hole bug | skyjake | 2012-08-27 15:21 | 100 |
| 101 | Doomsday Engine | Bug | Closed | Urgent | jHeretic: No wind on clientside | skyjake | 2012-08-27 15:21 | 100 |
| 103 | Doomsday Engine | Bug | Closed | Low | All Objects have black square around them | | 2012-08-27 15:21 | 100 |
| 104 | Doomsday Engine | Bug | Closed | Normal | XG: Scrolling Textures on Clientside | skyjake | 2012-08-27 15:21 | 100 |
| 106 | Doomsday Engine | Bug | Closed | High | Client can jump even if jumping disabled on server | skyjake | 2012-08-27 15:21 | 100 |
| 108 | Doomsday Engine | Bug | Closed | High | Particle center offset Y ignored | skyjake | 2012-08-27 15:21 | 100 |
| 109 | Doomsday Engine | Bug | Closed | High | Updating songs at zero volume | skyjake | 2012-08-27 15:21 | 100 |
| 110 | Doomsday Engine | Bug | Closed | High | [Render hack] TNT map09: Transparent window is not transparent | skyjake | 2020-12-08 08:27 | 100 |
| 111 | Doomsday Engine | Bug | Closed | Low | monsters falls into other monsters | skyjake | 2012-08-27 15:21 | 100 |
| 113 | Doomsday Engine | Bug | Closed | Normal | jHeretic: Key binding crash | skyjake | 2012-08-27 15:21 | 100 |
| 114 | Doomsday Engine | Bug | Closed | Normal | input-key-wait1 reset to 15 | skyjake | 2012-08-27 15:21 | 100 |
| 116 | Doomsday Engine | Bug | Closed | Normal | High resolution flats and -pwadtex | skyjake | 2012-08-27 15:21 | 100 |
| 117 | Doomsday Engine | Bug | Closed | Low | Skull on main menu out of control | | 2012-08-27 15:21 | 100 |
| 118 | Doomsday Engine | Bug | Closed | Low | TNT: Texture anim glitches | | 2012-08-27 15:21 | 100 |
| 120 | Doomsday Engine | Bug | Closed | Normal | ATI OpenGL: Menu fix found possibly??? | | 2012-08-27 15:21 | 100 |
| 122 | Doomsday Engine | Bug | Closed | Normal | High eyeheight in a low room | skyjake | 2012-08-27 15:21 | 100 |
| 123 | Doomsday Engine | Bug | Closed | High | Client should not be able to adjust jump-power | skyjake | 2012-08-27 15:21 | 100 |
| 124 | Doomsday Engine | Bug | Closed | Low | Marked (Doors, and switches) in Automap | skyjake | 2012-08-27 15:21 | 100 |
| 125 | Doomsday Engine | Bug | Closed | Normal | Ultimate Doom Crashes | skyjake | 2012-08-27 15:21 | 100 |
| 127 | Doomsday Engine | Bug | Closed | Low | JHexen Smoke bug | skyjake | 2012-08-27 15:21 | 100 |
| 128 | Doomsday Engine | Bug | Closed | High | jDoom: Netgame Client Glitches | skyjake | 2012-08-27 15:21 | 100 |
| 129 | Doomsday Engine | Bug | Closed | Low | "Read This" and menu-scale | skyjake | 2012-08-27 15:22 | 100 |
| 130 | Doomsday Engine | Bug | Closed | Normal | Non-Glowing Flats | skyjake | 2012-08-27 15:22 | 100 |

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| 131 | Doomsday Engine | Bug | Closed | Low | Crash with Cheb's Blood Effects | skyjake | 2012-08-27 15:22 | 100 |
| 132 | Doomsday Engine | Bug | Closed | Normal | jDoom: No Invuln. Effect | skyjake | 2012-08-27 15:22 | 100 |
| 133 | Doomsday Engine | Bug | Closed | Low | Sudden Fullbright Sectors | skyjake | 2012-08-27 15:22 | 100 |
| 134 | Doomsday Engine | Bug | Closed | Normal | Selection of Visible Map Objects | skyjake | 2012-08-27 15:22 | 100 |
| 136 | Doomsday Engine | Bug | Closed | Normal | Screenshot File Name Selection | skyjake | 2012-08-27 15:22 | 100 |
| 138 | Doomsday Engine | Bug | Closed | Normal | jHeretic: IWAD 00b948d7 Not Recognized | skyjake | 2012-08-27 15:22 | 100 |
| 143 | Doomsday Engine | Bug | Rejected | Low | [Doom] Doom 2 Map30 lines across demon head | | 2017-04-03 15:07 | 0 |
| 144 | Doomsday Engine | Bug | Closed | Low | Multiple Overlapping Items | skyjake | 2012-08-27 15:22 | 100 |
| 239 | Doomsday Engine | Bug | Closed | High | Console not closed when Control Panel opened | daniij | 2012-08-27 15:24 | 100 |
| 243 | Doomsday Engine | Bug | Closed | Low | Menu shimmer missing behind Quit confirmation | daniij | 2012-08-27 15:24 | 100 |
| 288 | Doomsday Engine | Bug | Closed | High | hq2x "Smart Filtering" is Broken on Big Endian systems | skyjake | 2012-08-27 15:25 | 100 |
| 289 | Doomsday Engine | Bug | Closed | Normal | Win32: External Libraries Need Updating | daniij | 2012-08-27 15:25 | 100 |
| 292 | Doomsday Engine | Bug | Closed | Urgent | Snowberry: Installing over old version must not fail | skyjake | 2012-08-27 15:25 | 100 |
| 524 | Doomsday Engine | Bug | Closed | Normal | utf8 problem | | 2012-08-27 15:31 | 100 |
| 543 | Doomsday Engine | Bug | Closed | Urgent | Polyobjs completely missing | daniij | 2012-08-27 15:31 | 100 |
| 584 | Doomsday Engine | Bug | Closed | High | Wrong instruments in MUS music | skyjake | 2012-08-27 15:31 | 100 |
| 608 | Doomsday Engine | Bug | Closed | Urgent | jHexen: DDVT Inconsistency (Fatal Error) | daniij | 2012-08-27 15:31 | 100 |
| 619 | Doomsday Engine | Bug | Closed | Normal | Snowberry: Misaligned text in lists | skyjake | 2012-08-27 15:32 | 100 |
| 620 | Doomsday Engine | Bug | Closed | High | Crash when launching with Shareware Doom | daniij | 2012-08-27 15:32 | 100 |
| 736 | Doomsday Engine | Bug | Closed | High | Player acceleration and movement | skyjake | 2012-08-27 15:33 | 100 |
| 819 | Doomsday Engine | Bug | Closed | Normal | Wrong dynamic light texture opacities (Intel GMA X3100) | | 2012-08-27 15:34 | 100 |
| 917 | Doomsday Engine | Bug | Closed | Normal | SegFault on loading WAD | | 2012-08-27 15:35 | 100 |
| 926 | Doomsday Engine | Bug | Closed | Lowest | [Windows] Mouse conflicts with cursor hotspot utilities | | 2012-08-27 15:35 | 100 |
| 989 | Doomsday Engine | Bug | Closed | High | [Dedicated] Server fatal error due to GL texture manager | skyjake | 2012-08-27 19:14 | 100 |
| 996 | Doomsday Engine | Bug | Closed | High | [Controls menu] Crash when binding an item use shortcut | skyjake | 2012-08-27 19:14 | 100 |
| 997 | Doomsday Engine | Bug | New | Normal | [Hexen] Player gets stuck in turning polyobjs | | 2019-11-29 22:58 | 0 |
| 998 | Doomsday Engine | Bug | Closed | High | Detail texture appearance incorrect (vs. #364) | daniij | 2012-08-27 19:14 | 100 |
| 1005 | Doomsday Engine | Bug | Closed | Urgent | GL error when drawing HUD ammo (msg-show 0) | skyjake | 2012-08-27 19:14 | 100 |
| 1006 | Doomsday Engine | Bug | Closed | High | [Busy Mode] Screen capture malformed at some resolutions | skyjake | 2012-08-27 19:14 | 100 |
| 1009 | Doomsday Engine | Bug | Closed | High | [Controls] Mouse for walk/sidestep is unbalanced | skyjake | 2012-08-27 19:14 | 100 |
| 1081 | Doomsday Engine | Bug | New | Low | [Doom] Chainsaw sounds do not match original game | | 2019-11-29 22:58 | 0 |
| 1082 | Doomsday Engine | Bug | Closed | Normal | [Font] Rendering missing glyphs | skyjake | 2013-07-17 04:44 | 100 |
| 1083 | Doomsday Engine | Bug | New | Normal | In-game window contents resizing glitches | | 2017-04-03 14:43 | 0 |

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| 1089 | Doomsday Engine | Bug | Progressed | High | [MP] Client cannot dismiss "Help/Info" finale | | 2018-07-29 16:46 | 0 |
| 1094 | Doomsday Engine | Bug | Closed | Normal | [Win32] RSP not passed to Doomsday with non-ASCII username | skyjake | 2015-11-10 11:16 | 50 |
| 1095 | Doomsday Engine | Bug | Closed | Urgent | Non-ASCII characters broken on cmdline and/or resource finder | skyjake | 2014-12-17 23:06 | 100 |
| 1096 | Doomsday Engine | Bug | New | Normal | [Doom] Red shadows in status bar font | | 2017-04-03 14:43 | 0 |
| 1097 | Doomsday Engine | Bug | Closed | Normal | [Snowberry] Errors when running from a non-ASCII folder | skyjake | 2017-04-03 14:43 | 0 |
| 1101 | Doomsday Engine | Bug | Closed | Low | [Windows] Closing dedicated server console window => instant exit | | 2013-03-29 08:25 | 100 |
| 1102 | Doomsday Engine | Bug | Closed | Lowest | [Win XP] Windows taskbar visible over the main window | | 2017-04-03 14:43 | 0 |
| 1103 | Doomsday Engine | Bug | Closed | Lowest | [Win XP] Fatal error during windowed mode startup | | 2017-04-03 14:43 | 0 |
| 1113 | Doomsday Engine | Bug | Closed | Low | [Snowberry] Translation strings from wrong language | | 2017-04-03 14:41 | 0 |
| 1115 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Wand firing with Tome of Power / autoaim | skyjake | 2013-07-17 04:48 | 100 |
| 1116 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Hellstaff rain with Tome of Power | skyjake | 2013-07-09 11:38 | 100 |
| 1117 | Doomsday Engine | Bug | Closed | Low | [Plutonia] Missing explosion sprites of Icon of Sin | | 2013-09-23 17:19 | 100 |
| 1120 | Doomsday Engine | Bug | Closed | Normal | [Snowberry] Duplicating a profile causes errors | skyjake | 2013-04-28 06:24 | 100 |
| 1138 | Doomsday Engine | Feature | Closed | Normal | Port it to Linux :-) | skyjake | 2012-08-28 06:44 | 100 |
| 1140 | Doomsday Engine | Feature | Closed | Normal | Support for DirectMusic (Creative PCI-64) | | 2012-08-27 15:37 | 100 |
| 1141 | Doomsday Engine | Feature | Closed | Normal | Third-person view | | 2019-11-29 15:58 | 0 |
| 1142 | Doomsday Engine | Feature | Closed | Normal | Cheating in netgames | skyjake | 2012-08-28 06:44 | 100 |
| 1143 | Doomsday Engine | Feature | Rejected | Normal | Bots | | 2019-11-29 15:58 | 0 |
| 1144 | Doomsday Engine | Feature | Closed | Normal | Cvar to disable angle-based wall lighting | skyjake | 2012-08-28 06:44 | 100 |
| 1145 | Doomsday Engine | Feature | Closed | Normal | ATI TRUFORM for models | | 2012-08-27 15:37 | 100 |
| 1146 | Doomsday Engine | Feature | Closed | Normal | Ducking | | 2012-08-27 15:37 | 100 |
| 1147 | Doomsday Engine | Feature | Closed | Normal | Windows NT4? | | 2012-08-27 15:37 | 100 |
| 1148 | Doomsday Engine | Feature | Closed | Normal | Display refresh rate settings | skyjake | 2012-08-28 06:44 | 100 |
| 1150 | Doomsday Engine | Feature | Rejected | Normal | Duke Nukem 3D Support | | 2013-10-18 16:30 | 0 |
| 1151 | Doomsday Engine | Feature | Rejected | Normal | Strife support | | 2019-11-29 15:58 | 0 |
| 1152 | Doomsday Engine | Feature | Rejected | Lowest | Support for Wolfenstein Spear of Destiny | | 2019-11-29 15:18 | 0 |
| 1153 | Doomsday Engine | Feature | New | High | Customizable intermissions | | 2019-11-29 16:09 | 0 |
| 1154 | Doomsday Engine | Feature | Closed | Normal | Crosshair color alpha | skyjake | 2012-08-27 15:37 | 100 |
| 1155 | Doomsday Engine | Feature | Closed | Normal | 3D model for the sky | skyjake | 2012-08-28 06:44 | 100 |
| 1156 | Doomsday Engine | Feature | Closed | Normal | Smart Filtering (sprites, other graphics) | skyjake | 2012-08-28 06:44 | 100 |
| 1157 | Doomsday Engine | Feature | Rejected | Lowest | Auto-adjust brightness and contrast | | 2013-10-18 21:39 | 0 |
| 1158 | Doomsday Engine | Feature | Closed | Normal | Soft Sector Lighting | | 2012-08-27 15:37 | 100 |
| 1159 | Doomsday Engine | Feature | Closed | Normal | Screen Tilting | | 2012-08-27 15:37 | 100 |

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| 1160 | Doomsday Engine | Feature | Closed | Normal | Customizable Dynamic Lights | skyjake | 2012-08-28 06:44 | 100 |
| 1161 | Doomsday Engine | Feature | Rejected | Low | Stealth mode cheat | | 2019-11-29 12:54 | 0 |
| 1163 | Doomsday Engine | Feature | Closed | Normal | Blended/faded texture animation | skyjake | 2012-08-28 06:44 | 100 |
| 1164 | Doomsday Engine | Feature | Closed | Normal | Animation sequences defined using DEDs | skyjake | 2012-08-28 06:44 | 100 |
| 1165 | Doomsday Engine | Feature | Rejected | Normal | Multipart 3D models | | 2016-08-09 10:33 | 0 |
| 1166 | Doomsday Engine | Feature | Closed | Normal | .pk3/.zip Support | skyjake | 2012-08-28 06:44 | 100 |
| 1167 | Doomsday Engine | Feature | Closed | Normal | High-resolution sprites | skyjake | 2012-08-28 06:44 | 100 |
| 1168 | Doomsday Engine | Feature | New | Normal | Real decals: bulletholes, blastmarks, etc. | | 2017-04-03 19:35 | 0 |
| 1169 | Doomsday Engine | Feature | Closed | Normal | Command line options for resource paths | skyjake | 2012-08-28 06:44 | 100 |
| 1170 | Doomsday Engine | Feature | Closed | Normal | Sound flag to prevent stopping | skyjake | 2012-08-28 06:44 | 100 |
| 1171 | Doomsday Engine | Feature | Rejected | High | Center HUD weapon position when firing | | 2019-11-29 16:10 | 0 |
| 1172 | Doomsday Engine | Feature | Closed | Normal | Slower player movement (cvar) | skyjake | 2012-08-27 15:37 | 100 |
| 1173 | Doomsday Engine | Feature | Closed | Normal | HUD Sprites to use different external resource | skyjake | 2012-08-28 06:44 | 100 |
| 1177 | Doomsday Engine | Feature | Closed | Normal | Autohide + Floating statusbar options | daniij | 2013-04-03 16:01 | 100 |
| 1178 | Doomsday Engine | Feature | Closed | Normal | Hi-res textures as 256-color PCX or GIF | skyjake | 2012-08-27 15:37 | 100 |
| 1179 | Doomsday Engine | Feature | Rejected | Normal | Flying creatures - Tilt up/down if moving in z dimension | | 2019-11-29 15:59 | 0 |
| 1180 | Doomsday Engine | Feature | Closed | Normal | Gib Generator - For spawning models from a mobj state | skyjake | 2012-08-28 06:44 | 100 |
| 1181 | Doomsday Engine | Feature | New | Normal | Ambient sounds (in XG sectors) | | 2017-04-03 18:48 | 0 |
| 1182 | Doomsday Engine | Feature | Closed | Normal | Titlescreen demo sequences using InFine | skyjake | 2012-08-28 06:44 | 100 |
| 1183 | Doomsday Engine | Feature | New | Normal | Default values printed with "help" | | 2019-11-29 22:50 | 0 |
| 1184 | Doomsday Engine | Feature | Closed | Normal | Cvar/cmd descriptions as helpstrings | skyjake | 2013-04-03 16:01 | 100 |
| 1185 | Doomsday Engine | Feature | Rejected | Normal | Controls for moving camera up/down | | 2016-08-09 10:42 | 0 |
| 1187 | Doomsday Engine | Feature | Rejected | Normal | Force feedback | | 2013-10-19 18:51 | 0 |
| 1188 | Doomsday Engine | Feature | Closed | Normal | Particle Generator - More funtionality | | 2012-08-27 15:37 | 100 |
| 1190 | Doomsday Engine | Feature | Progressed | High | External scripts for mobj behavior | skyjake | 2019-11-29 16:13 | 30 |
| 1191 | Doomsday Engine | Feature | Closed | Normal | More than 8 decor lights/texture | skyjake | 2012-08-28 06:44 | 100 |
| 1192 | Doomsday Engine | Feature | Rejected | Low | 3D models for menu/HUD graphics | | 2019-11-29 15:22 | 0 |
| 1196 | Doomsday Engine | Feature | Closed | Normal | Transparent for teleporteffect | | 2012-08-27 15:37 | 100 |
| 1197 | Doomsday Engine | Feature | Rejected | Normal | Scriptable UI | skyjake | 2019-11-29 16:02 | 10 |
| 1198 | Doomsday Engine | Feature | Rejected | Lowest | Support for Rise of the Triad | | 2019-11-29 13:15 | 0 |
| 1199 | Doomsday Engine | Feature | Closed | Urgent | Shaders, Texture Maps + other ver.2 features. | | 2013-10-22 08:09 | 0 |
| 1200 | Doomsday Engine | Feature | Closed | Normal | Non-Rectangular Resolutions | daniij | 2012-08-28 06:44 | 100 |
| 1201 | Doomsday Engine | Feature | New | High | Dynamic shadows | skyjake | 2019-11-29 16:15 | 50 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 1203 | Doomsday Engine | Feature | Progressed | High | Additional save slots — revised save management | skyjake | 2019-11-29 16:18 | 30 |
| 1204 | Doomsday Engine | Feature | Closed | Normal | more complex shadows | | 2012-08-27 15:37 | 100 |
| 1205 | Doomsday Engine | Feature | Closed | Normal | Option: -nomidi | | 2012-08-28 18:06 | 100 |
| 1206 | Doomsday Engine | Feature | Closed | Normal | Option to mirror HUD model | skyjake | 2012-08-28 06:44 | 100 |
| 1208 | Doomsday Engine | Feature | Rejected | Normal | Game extension plugins | | 2016-08-09 10:47 | 0 |
| 1209 | Doomsday Engine | Feature | Closed | Normal | Lava/water whatever effects | | 2012-08-27 15:37 | 100 |
| 1210 | Doomsday Engine | Feature | Rejected | Low | Skins support | | 2016-08-09 10:35 | 0 |
| 1211 | Doomsday Engine | Feature | Closed | Normal | CVAR to disable the offsetting in A_Lower and A_Raise | skyjake | 2012-08-28 06:44 | 100 |
| 1212 | Doomsday Engine | Feature | Closed | Normal | jDoom: Extra weapon states | | 2012-08-27 15:37 | 100 |
| 1213 | Doomsday Engine | Feature | New | Normal | [MP] Respawn items in co-op and deathmatch | | 2018-07-29 16:46 | 0 |
| 1214 | Doomsday Engine | Feature | Closed | Normal | No external textures for PWAD textures | skyjake | 2012-08-28 06:44 | 100 |
| 1215 | Doomsday Engine | Feature | Closed | Normal | State action console commands | skyjake | 2012-08-28 06:44 | 100 |
| 1218 | Doomsday Engine | Feature | Closed | Normal | gnf_group: Triggered by all in flat group | | 2012-08-27 15:37 | 100 |
| 1219 | Doomsday Engine | Feature | Rejected | Normal | Configurable missile spawn points | | 2019-11-29 16:02 | 0 |
| 1220 | Doomsday Engine | Feature | Rejected | Normal | Cutsscenes | | 2019-11-29 16:03 | 0 |
| 1221 | Doomsday Engine | Feature | Rejected | Low | Movies playing on world surfaces (monitors, etc.) | | 2019-11-29 15:21 | 0 |
| 1222 | Doomsday Engine | Feature | Closed | Normal | 5.1 Digital sound | | 2013-10-20 21:22 | 100 |
| 1223 | Doomsday Engine | Feature | Closed | Normal | 16:9 widescreen mode | | 2012-08-28 06:44 | 100 |
| 1224 | Doomsday Engine | Feature | Closed | Normal | Cvar to disable model spinning | skyjake | 2012-08-28 06:44 | 100 |
| 1225 | Doomsday Engine | Feature | Closed | Normal | Tenebrae style blood | skyjake | 2012-08-28 06:44 | 100 |
| 1226 | Doomsday Engine | Feature | Closed | Normal | Bumpmapping | | 2012-08-27 15:37 | 100 |
| 1227 | Doomsday Engine | Feature | Closed | Normal | Per pixel lighting | | 2012-08-27 15:37 | 100 |
| 1228 | Doomsday Engine | Feature | Closed | Normal | Damage from nukage splats | | 2012-08-27 15:37 | 100 |
| 1229 | Doomsday Engine | Feature | Rejected | High | Input plugins: generate events from connected controllers | | 2017-09-07 16:29 | 0 |
| 1230 | Doomsday Engine | Feature | Closed | Normal | Full DirectX 9 support | | 2012-08-27 15:37 | 100 |
| 1233 | Doomsday Engine | Feature | New | High | Surface decorations using 3D models | | 2015-12-22 13:15 | 0 |
| 1234 | Doomsday Engine | Feature | Closed | Normal | Particle Grass | | 2012-08-27 15:37 | 100 |
| 1235 | Doomsday Engine | Feature | Closed | Normal | Plugin weapons, etc.... | | 2012-08-27 15:37 | 100 |
| 1236 | Doomsday Engine | Feature | Closed | Normal | Multiplayer modes integrated into Doomsday | | 2012-08-28 06:44 | 100 |
| 1237 | Doomsday Engine | Feature | Closed | Normal | Cheats | | 2012-08-27 15:37 | 100 |
| 1238 | Doomsday Engine | Feature | Closed | Normal | 2 Features | | 2012-08-27 15:37 | 100 |
| 1239 | Doomsday Engine | Feature | Closed | Normal | Binding of joystick axes | skyjake | 2012-08-28 06:44 | 100 |
| 1240 | Doomsday Engine | Feature | Closed | Normal | Alpha Blended 8-bit, non-colorkeyed particle images | skyjake | 2012-08-28 06:44 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1241 | Doomsday Engine | Feature | Closed | Normal | Truly Destructable walls | | 2012-08-27 15:37 | 100 |
| 1244 | Doomsday Engine | Feature | Closed | High | Scripting in model definitions (e.g., dependent on player health) | skyjake | 2015-11-10 11:28 | 100 |
| 1245 | Doomsday Engine | Feature | Rejected | Low | Local models for viewpoint object | | 2016-08-09 10:48 | 0 |
| 1246 | Doomsday Engine | Feature | Closed | Urgent | Support newer model formats and skeletal animation | Deng Team | 2014-10-27 17:14 | 100 |
| 1247 | Doomsday Engine | Feature | Closed | Normal | Support GL_EXT_texture_compression_s3tc | skyjake | 2012-08-27 15:37 | 100 |
| 1248 | Doomsday Engine | Feature | Closed | Normal | Support GL_SGIS_generate_mipmap extension | skyjake | 2012-08-27 15:37 | 100 |
| 1249 | Doomsday Engine | Feature | Closed | Normal | Level Selecting Support | | 2012-08-27 15:37 | 100 |
| 1254 | Doomsday Engine | Feature | Rejected | Normal | Portal based rendering | | 2016-08-09 10:49 | 0 |
| 1255 | Doomsday Engine | Feature | Closed | Normal | Support for DirectX Texture Compression | skyjake | 2012-08-28 06:44 | 100 |
| 1256 | Doomsday Engine | Feature | Closed | Normal | Maximum number of visible models | | 2016-08-09 10:49 | 0 |
| 1257 | Doomsday Engine | Feature | Closed | Normal | Level Shadows and Zombie blood | | 2012-08-27 15:37 | 100 |
| 1258 | Doomsday Engine | Feature | Closed | Normal | sounds, patches in pwads should override external files | skyjake | 2012-08-28 06:44 | 100 |
| 1259 | Doomsday Engine | Feature | Rejected | Lowest | Divide 3D models into hitzones | | 2016-08-09 10:49 | 0 |
| 1260 | Doomsday Engine | Feature | Closed | Normal | Disable highres patches but not highres textures | skyjake | 2012-08-28 06:44 | 100 |
| 1261 | Doomsday Engine | Feature | Closed | Normal | Maximising the potential of Multitexturing | | 2012-08-27 15:37 | 100 |
| 1262 | Doomsday Engine | Feature | Closed | Normal | More engine features | | 2012-08-27 15:37 | 100 |
| 1264 | Doomsday Engine | Feature | New | Normal | Conditional decorations | | 2019-11-29 16:20 | 0 |
| 1265 | Doomsday Engine | Feature | New | Low | Map-specific definitions in a WAD lump | | 2019-11-29 15:21 | 0 |
| 1266 | Doomsday Engine | Feature | New | High | Sound decorations | | 2019-11-29 16:21 | 0 |
| 1268 | Doomsday Engine | Feature | Closed | Normal | Individual sounds for Creatures. | | 2012-08-27 15:37 | 100 |
| 1271 | Doomsday Engine | Feature | Closed | Normal | Game Status Cvars | daniij | 2012-08-28 06:44 | 100 |
| 1272 | Doomsday Engine | Feature | Closed | Normal | Particle Stage Sounds | skyjake | 2012-08-28 06:44 | 100 |
| 1273 | Doomsday Engine | Feature | Closed | Normal | Model anim with 1-state objects | skyjake | 2012-08-28 06:44 | 100 |
| 1278 | Doomsday Engine | Feature | Closed | Normal | Direct3D Triple Buffering | | 2012-08-27 15:37 | 100 |
| 1279 | Doomsday Engine | Feature | Closed | Normal | Decoration -> Glow Definition | daniij | 2012-08-28 06:44 | 100 |
| 1280 | Doomsday Engine | Feature | Closed | Normal | Stages for decorations | daniij | 2015-03-07 09:34 | 100 |
| 1286 | Doomsday Engine | Feature | Closed | Normal | Bindable Automap Controls | daniij | 2012-08-28 06:44 | 100 |
| 1291 | Doomsday Engine | Feature | Closed | Normal | Model Flag to Disable TexComp | skyjake | 2012-08-28 06:44 | 100 |
| 1301 | Doomsday Engine | Feature | Progressed | High | Redesigned DED Reader | skyjake | 2019-11-29 16:27 | 80 |
| 1572 | Doomsday Engine | Feature | Rejected | Low | Frameless window option (-noframe) | | 2019-11-29 15:48 | 0 |
| 1573 | Doomsday Engine | Feature | New | Normal | Setting for number of samples used for antialiasing | | 2019-11-29 21:31 | 0 |
| 1576 | Doomsday Engine | Feature | New | Normal | [MP] Option to retain weapons+ammo after death in co-op | | 2019-11-29 18:28 | 0 |
| 1578 | Doomsday Engine | Feature | Rejected | Normal | "doom-all" folder | | 2016-08-09 11:09 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|--|-----------|------------------|--------|
| 1588 | Doomsday Engine | Bug | Closed | Low | [Console] Unclear when autocompletion popup is scrollable | skyjake | 2013-10-23 18:41 | 100 |
| 1589 | Doomsday Engine | Bug | Closed | Low | [Windows] Missing icons | skyjake | 2016-10-10 08:01 | 100 |
| 1590 | Doomsday Engine | Bug | Closed | Low | Cannot reshow autocompletion popup | skyjake | 2013-10-24 08:04 | 100 |
| 1591 | Doomsday Engine | Bug | Progressed | Low | [BSP] Fully overlapped map geometry is not always split | | 2019-11-30 08:06 | 50 |
| 1592 | Doomsday Engine | Bug | New | Low | [HUD] Weapon lower animation briefly restarts | | 2017-04-03 15:04 | 0 |
| 1593 | Doomsday Engine | Bug | New | Low | [Doom] Excess state in rocket explosion | | 2017-04-03 14:40 | 0 |
| 1594 | Doomsday Engine | Feature | Rejected | Lowest | [Audio] Default number of sound channels should be "max" | | 2019-11-29 12:57 | 0 |
| 1595 | Doomsday Engine | Feature | Closed | High | [Updater] Separate channels for unstable, stable, and RC+stable releases | skyjake | 2017-03-20 09:38 | 100 |
| 1596 | Doomsday Engine | Feature | Closed | Low | [Updater] Notify when network connection fails | skyjake | 2014-01-03 16:25 | 100 |
| 1597 | Doomsday Engine | Bug | New | Low | [HUD] Psprite positioning too low | | 2017-04-03 15:04 | 0 |
| 1598 | Doomsday Engine | Bug | New | Low | Strange vertical view bobbing when running into walls | | 2019-11-29 22:58 | 0 |
| 1600 | Doomsday Engine | Feature | Closed | Normal | Drop Snowberry | Deng Team | 2017-02-25 18:06 | 100 |
| 1601 | Doomsday Engine | Feature | In Progress | Urgent | Package management | skyjake | 2019-10-14 10:44 | 80 |
| 1602 | Doomsday Engine | Feature | New | Normal | Improvements for map title in automap | | 2019-11-29 18:27 | 0 |
| 1603 | Doomsday Engine | Feature | Progressed | Urgent | Support for id Tech 1 map hacks | | 2019-12-15 07:34 | 50 |
| 1604 | Doomsday Engine | Feature | New | High | Game rules (1p and MP) | | 2019-11-29 21:33 | 20 |
| 1605 | Doomsday Engine | Feature | Closed | Urgent | Tutorial | skyjake | 2014-04-10 09:34 | 100 |
| 1606 | Doomsday Engine | Bug | Progressed | Normal | M_THERMM and HUD message font replacement | | 2017-04-03 14:40 | 0 |
| 1607 | Doomsday Engine | Feature | New | Normal | Reset settings to defaults | | 2019-11-29 21:33 | 40 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1614 | Doomsday Engine | Feature | New | High | Improved demo recording and playback | | 2019-11-29 20:20 | 0 |
| 1615 | Doomsday Engine | Feature | Progressed | Normal | Sloped planes | skyjake | 2018-10-27 15:10 | 20 |
| 1616 | Doomsday Engine | Feature | New | Normal | Selector for sprites | | 2019-11-29 18:35 | 0 |
| 1617 | Doomsday Engine | Feature | New | High | Scoped definitions and variables | Deng Team | 2016-12-01 20:17 | 0 |
| 1618 | Doomsday Engine | Feature | New | Normal | Decorations/effects for game events (power up, damage, etc.) | | 2019-11-29 18:43 | 0 |
| 1619 | Doomsday Engine | Feature | Rejected | Low | Adaptive LOD for models | | 2019-11-29 12:49 | 0 |
| 1620 | Doomsday Engine | Feature | Progressed | High | XG 2.0 | Deng Team | 2019-11-29 19:05 | 20 |
| 1621 | Doomsday Engine | Feature | Closed | High | Evaluation of runtime conditions | | 2019-11-29 18:36 | 0 |
| 1622 | Doomsday Engine | Feature | New | Urgent | Vanilla depth shading | | 2019-11-29 23:23 | 0 |
| 1623 | Doomsday Engine | Feature | Progressed | Urgent | Shaders | skyjake | 2018-10-27 15:14 | 60 |
| 1624 | Doomsday Engine | Feature | Rejected | Normal | Render particles to textures | | 2019-11-29 16:37 | 10 |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2016-07-06 00:03 | 20 |
| 1626 | Doomsday Engine | Feature | New | Normal | Area-based fog | | 2017-04-03 19:35 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1627 | Doomsday Engine | Feature | Closed | Normal | Render game view to a texture | skyjake | 2015-01-13 19:41 | 100 |
| 1628 | Doomsday Engine | Feature | New | Normal | Surface meshes | | 2017-04-03 18:58 | 0 |
| 1629 | Doomsday Engine | Feature | Closed | Normal | Add toggle for "sound-overlap-stop" | skyjake | 2013-10-22 19:02 | 100 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InFineWidget) | Deng Team | 2019-11-29 12:31 | 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 |
| 1634 | Doomsday Engine | Bug | Closed | High | [Hexen] Hypostyle: Death Wyvern gets stuck | skyjake | 2015-05-21 11:25 | 100 |
| 1635 | Doomsday Engine | Feature | Resolved | Normal | HDR rendering | skyjake | 2018-10-27 15:06 | 100 |
| 1636 | Doomsday Engine | Feature | Closed | Normal | Support for Oculus Rift | skyjake | 2013-12-23 12:24 | 100 |
| 1637 | Doomsday Engine | Feature | Closed | Normal | Switch to Qt 5 | skyjake | 2014-07-17 18:13 | 100 |
| 1638 | Doomsday Engine | Feature | Closed | Urgent | Configure game options via Shell GUI | skyjake | 2018-10-27 19:13 | 100 |
| 1639 | Doomsday Engine | Feature | Closed | Normal | Optimize GridMap | daniij | 2017-02-06 14:15 | 30 |
| 1640 | Doomsday Engine | Feature | Progressed | Normal | Support for id Tech 1 audio/graphic resource hacks | | 2019-11-29 23:06 | 0 |
| 1643 | Doomsday Engine | Feature | Closed | Low | Windows installer using WiX Toolset | skyjake | 2016-11-21 13:58 | 100 |
| 1645 | Doomsday Engine | Bug | Closed | Normal | Crash with console autocompletion | skyjake | 2013-10-29 09:47 | 100 |
| 1646 | Doomsday Engine | Feature | New | Normal | Stereo 3D enhancements | | 2019-11-29 19:22 | 0 |
| 1647 | Doomsday Engine | Feature | Progressed | High | Replace FS1 with FS2-based resource management | skyjake | 2019-11-29 21:33 | 30 |
| 1648 | Doomsday Engine | Feature | Progressed | Urgent | Complete vanilla DOOM emulation | | 2019-12-31 11:10 | 0 |
| 1654 | Doomsday Engine | Feature | Closed | Normal | [VR] Displaying the 2D UI within a 3D view | skyjake | 2013-11-14 09:25 | 100 |
| 1655 | Doomsday Engine | Feature | Closed | Normal | Offscreen UI composition | skyjake | 2013-11-11 10:39 | 100 |
| 1656 | Doomsday Engine | Feature | Closed | Normal | UI for VR / Oculus Rift config | skyjake | 2013-12-23 12:25 | 100 |
| 1657 | Doomsday Engine | Feature | Closed | Normal | Oculus Rift field-of-view angle | cmbruns | 2013-11-12 08:05 | 100 |
| 1658 | Doomsday Engine | Feature | New | High | Automatic port forwarding (UPnP/NAT-PMP/PCP) | skyjake | 2020-05-10 11:14 | 0 |
| 1662 | Doomsday Engine | Feature | Closed | Normal | Refactor camera lens effects | skyjake | 2013-11-14 11:15 | 100 |
| 1663 | Doomsday Engine | Feature | New | Normal | Replace game-side color filter / special effect with LensFx | | 2017-04-03 18:59 | 0 |
| 1675 | Doomsday Engine | Feature | Closed | High | Switch to new Qt 5.4+ OpenGL APIs (from QGLWidget) | skyjake | 2016-10-10 08:01 | 100 |
| 1678 | Doomsday Engine | Feature | Rejected | Normal | Optimize stereoscopic pixel formats | | 2019-11-29 19:23 | 0 |
| 1680 | Doomsday Engine | Feature | Closed | High | Quad-buffered GL framebuffer | skyjake | 2013-12-23 12:31 | 100 |
| 1684 | Doomsday Engine | Feature | Closed | Normal | Launching without Snowberry | skyjake | 2015-06-05 15:33 | 100 |
| 1685 | Doomsday Engine | Feature | Closed | Normal | [Doom] Inverted B&W palette for invulnerability | skyjake | 2013-12-18 17:51 | 100 |
| 1686 | Doomsday Engine | Feature | Closed | Normal | Derived resource packs | | 2019-11-29 23:16 | 100 |
| 1687 | Doomsday Engine | Feature | Progressed | Normal | In-game error dialogs (e.g., corrupt savegame) | | 2019-11-29 21:36 | 50 |
| 1688 | Doomsday Engine | Feature | New | High | Command line options documented with Amethyst | | 2017-04-08 10:08 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1692 | Doomsday Engine | Feature | Closed | Normal | [Windows] Upgrade SDL / SDL_mixer | skyjake | 2014-01-04 13:16 | 100 |
| 1693 | Doomsday Engine | Bug | Closed | Normal | Crash when joining multiplayer game with Vanilla profile | skyjake | 2014-01-01 17:09 | 100 |
| 1695 | Doomsday Engine | Feature | Closed | Normal | Option to prevent LAN server discovery | skyjake | 2014-01-01 12:20 | 100 |
| 1696 | Doomsday Engine | Bug | Closed | High | BspLeaf::cluster: No sector cluster is attributed | daniij | 2014-01-25 01:07 | 100 |
| 1697 | Doomsday Engine | Bug | Closed | Normal | [MP] Busy mode transition frame missing when joining | skyjake | 2014-01-01 17:10 | 100 |
| 1698 | Doomsday Engine | Feature | New | Normal | Editor for particle generators | | 2019-11-29 19:23 | 0 |
| 1699 | Doomsday Engine | Feature | New | High | Particle renderer 2.0 | | 2017-04-03 18:55 | 0 |
| 1700 | Doomsday Engine | Feature | Closed | Normal | Warning/error alerts | skyjake | 2014-04-07 08:42 | 100 |
| 1702 | Doomsday Engine | Bug | Closed | Urgent | Crash when multiple clients join a game | skyjake | 2014-01-03 20:01 | 100 |
| 1703 | Doomsday Engine | Bug | Closed | Normal | [OS X] Shell uses the wrong UI font | skyjake | 2014-01-03 20:11 | 100 |
| 1707 | Doomsday Engine | Bug | Closed | High | [NVIDIA] Antialiasing with forced driver setting (black screen) | Deng Team | 2014-01-12 12:12 | 100 |
| 1708 | Doomsday Engine | Feature | Closed | Normal | Logging by domain (with filtering) | skyjake | 2014-01-14 11:09 | 100 |
| 1721 | Doomsday Engine | Bug | Closed | Normal | [OS X] Incorrect font weights | skyjake | 2014-01-26 13:17 | 100 |
| 1738 | Doomsday Engine | Feature | Rejected | Low | xBR for graphics upscaling | | 2019-11-29 12:55 | 0 |
| 1741 | Doomsday Engine | Feature | Closed | Normal | Upgrade to SDL 2 | skyjake | 2014-10-20 15:14 | 100 |
| 1745 | Doomsday Engine | Feature | Progressed | Normal | Performance optimization | | 2019-11-29 21:36 | 40 |
| 1746 | Doomsday Engine | Feature | Closed | Normal | Enable C++11 | skyjake | 2014-08-05 15:40 | 100 |
| 1748 | Doomsday Engine | Bug | Closed | Low | Invalid time shown in Updater settings dialog | skyjake | 2014-04-17 10:46 | 100 |
| 1749 | Doomsday Engine | Feature | New | High | Built-in effects should come in resource packs | skyjake | 2019-11-29 20:15 | 0 |
| 1751 | Doomsday Engine | Bug | Closed | High | Shift key state not recognized by bindings when typing in console | skyjake | 2014-04-17 10:46 | 100 |
| 1753 | Doomsday Engine | Feature | Rejected | High | Improved Master Server API | skyjake | 2017-02-08 12:05 | 0 |
| 1754 | Doomsday Engine | Feature | New | High | Start local server using client GUI | skyjake | 2018-07-29 16:46 | 0 |
| 1755 | Doomsday Engine | Feature | Closed | Normal | Use FS2 for runtime files | Deng Team | 2016-07-05 23:55 | 100 |
| 1756 | Doomsday Engine | Feature | Rejected | Normal | URIs for locating/identifying resources and assets | | 2018-10-27 14:56 | 0 |
| 1757 | Doomsday Engine | Feature | New | High | Separate server and client sources | | 2019-11-29 20:17 | 20 |
| 1758 | Doomsday Engine | Feature | New | Low | Separate left/right modifier keys (Shift, Alt, etc.) | skyjake | 2019-11-29 12:37 | 0 |
| 1759 | Doomsday Engine | Feature | Rejected | Normal | Plugins 2.0 | | 2019-11-29 20:17 | 0 |
| 1761 | Doomsday Engine | Feature | Closed | Urgent | FS2 resource packages | skyjake | 2014-08-16 15:45 | 100 |
| 1762 | Doomsday Engine | Feature | New | Normal | Game hierarchy | | 2019-11-29 20:18 | 0 |
| 1763 | Doomsday Engine | Feature | New | Normal | Autosaving | | 2019-11-29 20:19 | 0 |
| 1764 | Doomsday Engine | Feature | New | Normal | DMU 2.0: Generate network deltas | | 2019-11-29 20:19 | 0 |
| 1765 | Doomsday Engine | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2019-11-29 20:20 | 0 |
| 1766 | Doomsday Engine | Feature | Closed | High | Server-supplied (i.e., remote) resource files | skyjake | 2018-12-06 12:14 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1767 | Doomsday Engine | Feature | New | High | Network delta profiler | | 2019-11-29 12:33 | 0 |
| 1768 | Doomsday Engine | Feature | Progressed | High | Boom compatibility | | 2019-11-29 23:29 | 20 |
| 1769 | Doomsday Engine | Bug | Closed | Normal | [Snowberry] Obsolete log verbosity options | skyjake | 2014-04-18 09:02 | 100 |
| 1770 | Doomsday Engine | Feature | Closed | Normal | Tutorial improvements | skyjake | 2014-11-20 20:21 | 100 |
| 1771 | Doomsday Engine | Feature | Closed | Normal | Delete savegames via Game Selection menu | skyjake | 2014-11-28 08:52 | 100 |
| 1772 | Doomsday Engine | Feature | Closed | Normal | Console menu: Copy log file path to clipboard | skyjake | 2014-08-16 14:36 | 100 |
| 1779 | Doomsday Engine | Feature | New | Normal | [Home] Show project news and dev blog | | 2019-11-29 20:27 | 0 |
| 1781 | Doomsday Engine | Bug | Closed | High | Incorrect ping time in MP info popup | skyjake | 2017-02-08 10:10 | 100 |
| 1788 | Doomsday Engine | Feature | Rejected | Normal | Command line options should take native paths relative to cwd | skyjake | 2019-11-29 12:32 | 30 |
| 1789 | Doomsday Engine | Feature | Closed | Normal | @include directive for Info files | skyjake | 2014-04-29 07:48 | 100 |
| 1790 | Doomsday Engine | Bug | Closed | Normal | Crash after starting install of update | skyjake | 2014-04-30 20:09 | 100 |
| 1791 | Doomsday Engine | Bug | Closed | Urgent | [Hexen] Hub state reset after saving | daniij | 2014-05-06 23:53 | 100 |
| 1792 | Doomsday Engine | Bug | Closed | Low | [OS X] Failed to load example plugin | skyjake | 2014-05-01 08:28 | 100 |
| 1793 | Doomsday Engine | Feature | New | Normal | Use rich formatting in help strings | skyjake | 2019-11-29 22:49 | 0 |
| 1794 | Doomsday Engine | Feature | Closed | Normal | Mobile apps and shared client/server code (more modular code structure) | Deng Team | 2019-11-29 16:31 | 40 |
| 1798 | Doomsday Engine | Feature | Rejected | Normal | Generate Doomsday Script API documentation | | 2019-11-29 21:02 | 0 |
| 1806 | Doomsday Engine | Feature | Rejected | Low | "Headless" vanilla playsim for old demo compatibility | | 2019-11-29 23:25 | 0 |
| 1807 | Doomsday Engine | Bug | Closed | Normal | [FMOD] Crash when starting a song | skyjake | 2014-05-19 19:39 | 100 |
| 1809 | Doomsday Engine | Bug | Closed | Low | Postfx causes other splitscreen consoles to go black/white | skyjake | 2014-12-17 08:45 | 100 |
| 1818 | Doomsday Engine | Bug | Closed | Normal | Model "Shadow radius" ignored | skyjake | 2014-12-06 14:28 | 100 |
| 1823 | Doomsday Engine | Feature | Closed | Normal | Subclassing in Doomsday Script | skyjake | 2014-06-16 09:01 | 100 |
| 1829 | Doomsday Engine | Feature | Closed | High | Eliminate fixed-length file path limits | skyjake | 2016-07-23 22:39 | 100 |
| 1833 | Doomsday Engine | Feature | Closed | Normal | [OS X] Support for HiDPI resolutions | skyjake | 2014-07-08 11:02 | 100 |
| 1834 | Doomsday Engine | Feature | Closed | Urgent | Import Snowberry addon formats as Doomsday 2 packages | skyjake | 2016-07-19 13:03 | 100 |
| 1847 | Doomsday Engine | Feature | Closed | Normal | C++ internal data for thinkers | skyjake | 2014-07-27 06:27 | 100 |
| 1848 | Doomsday Engine | Feature | Closed | Normal | Auto-hide warning indicator after X minutes | skyjake | 2014-10-28 11:45 | 100 |
| 1850 | Doomsday Engine | Bug | Closed | Urgent | [Hexen] Possible savegame regression (golden doors closed on Seven Portals) | Deng Team | 2014-08-19 21:18 | 0 |
| 1851 | Doomsday Engine | Feature | New | Normal | [UI] Dynamic release notes | | 2019-11-30 08:09 | 0 |
| 1852 | Doomsday Engine | Feature | Closed | Normal | Support for Oculus Rift DK2 (extended desktop mode, LibOVR 0.4.3) | skyjake | 2014-11-11 10:59 | 100 |
| 1856 | Doomsday Engine | Bug | Closed | High | Alert on first launch because game.cfg not found | daniij | 2014-11-21 19:02 | 100 |
| 1859 | Doomsday Engine | Feature | Rejected | Normal | Unified console command prompt | skyjake | 2017-04-03 18:50 | 0 |
| 1865 | Doomsday Engine | Feature | New | Normal | Align 3D model's head with the target's direction | | 2019-11-29 21:06 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|--|-----------|------------------|--------|
| 1877 | Doomsday Engine | Feature | New | Normal | [Updater] Use Sparkle for automatic updates (on OS X) | skyjake | 2019-11-29 21:08 | 0 |
| 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 |
| 1887 | Doomsday Engine | Feature | Closed | Urgent | Migrate project build system to CMake 3 | skyjake | 2015-06-05 15:32 | 100 |
| 1890 | Doomsday Engine | Feature | Closed | Normal | New sequence-based model animation mechanism | skyjake | 2016-08-07 08:52 | 100 |
| 1891 | Doomsday Engine | Feature | Progressed | Low | Notification area animations | skyjake | 2019-11-29 21:37 | 10 |
| 1900 | Doomsday Engine | Feature | Closed | Urgent | OpenGL 3.3 Core Profile | Deng Team | 2017-07-03 21:16 | 100 |
| 1901 | Doomsday Engine | Bug | Closed | Normal | [Windows] Rendering glitches when switching FSAA/vsync | skyjake | 2014-11-18 15:07 | 100 |
| 1907 | Doomsday Engine | Feature | Closed | Normal | Use native file picker to set "music-soundfont" | skyjake | 2014-11-30 20:05 | 100 |
| 1909 | Doomsday Engine | Bug | Closed | Normal | Mouse wheel events (pixel scroll vs. angle) | skyjake | 2014-11-23 20:53 | 100 |
| 1920 | Doomsday Engine | Feature | New | Normal | Tree navigator widget (libappfw) | skyjake | 2017-02-08 12:06 | 0 |
| 1931 | Doomsday Engine | Bug | Closed | Urgent | Server fails to start with .cfg files from an old version (1.14.5 ⇒ 1.15) | skyjake | 2015-06-08 10:48 | 100 |
| 1932 | Doomsday Engine | Feature | Closed | Normal | Texture compression should be disabled by default | skyjake | 2014-12-26 10:57 | 100 |
| 1937 | Doomsday Engine | Bug | Closed | Normal | [Updater] JSON parsing error | skyjake | 2015-01-07 06:50 | 100 |
| 1938 | Doomsday Engine | Feature | New | Low | Polyobjs represented by 3D models | | 2019-11-29 21:12 | 0 |
| 1940 | Doomsday Engine | Bug | Closed | High | Key release ignored when it occurs during busy mode | skyjake | 2015-06-08 10:48 | 100 |
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |
| 1948 | Doomsday Engine | Bug | Closed | Normal | doomsday-host fails to start if rebuildTimes is missing in .doomsdayhostrc | skyjake | 2015-01-23 10:06 | 100 |
| 1952 | Doomsday Engine | Bug | Progressed | Normal | Eternal Doom MAP26 malformed map hack causing memory release error | | 2019-11-29 23:06 | 0 |
| 1960 | Doomsday Engine | Bug | Closed | Normal | Crash when handling input events during busy mode | skyjake | 2015-02-05 18:33 | 100 |
| 1961 | Doomsday Engine | Bug | New | Normal | Client fatal error due to invalid data received from server | | 2018-07-29 16:53 | 0 |
| 1962 | Doomsday Engine | Feature | New | High | Revised network protocol based on libshell | skyjake | 2018-07-29 16:53 | 0 |
| 1970 | Doomsday Engine | Feature | New | Normal | Scriptable map entry/exit, cycling | | 2019-11-29 21:13 | 0 |
| 1971 | Doomsday Engine | 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 |
| 1972 | Doomsday Engine | Bug | New | Normal | [MP] Fast-moving planes not always reach destination on client-side | | 2018-07-29 16:53 | 0 |
| 1974 | Doomsday Engine | Feature | Closed | Normal | Home screen usability: Quit button, hint about Escape toggling taskbar | skyjake | 2017-02-25 17:48 | 100 |
| 1975 | Doomsday Engine | Feature | Closed | Normal | Quitting a game returns back to Home screen | skyjake | 2016-04-26 09:57 | 100 |
| 1976 | Doomsday Engine | Feature | New | Normal | Replace old Save/Load menu with new UI widgets | skyjake | 2019-11-29 21:56 | 0 |
| 1986 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does when an episode ends | skyjake | 2020-12-08 08:27 | 0 |
| 1987 | Doomsday Engine | Bug | Closed | Normal | FOV gets maxed out too early in a very wide window | skyjake | 2015-03-05 08:33 | 100 |
| 1989 | Doomsday Engine | Bug | New | Urgent | Client assert fail (possible crash) if joining game during intermission | skyjake | 2018-07-29 16:53 | 0 |
| 1990 | Doomsday Engine | Bug | Closed | Urgent | Qt 4 incompatibility in ResourceSystem::initSprites() | daniij | 2015-06-08 10:48 | 100 |
| 1991 | Doomsday Engine | Feature | Closed | Normal | Qt 5.5 as minimum requirement for GUI, Qt 5.x for non-GUI build | skyjake | 2017-02-25 18:06 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 1994 | Doomsday Engine | Feature | Closed | High | Model asset for player weapons (model.weapon.*) | skyjake | 2017-02-05 10:19 | 100 |
| 1995 | Doomsday Engine | Feature | Closed | Normal | Improved 3D model shaders | skyjake | 2015-12-29 10:16 | 100 |
| 1997 | Doomsday Engine | Feature | Closed | Normal | Menu, weapon, intermission, and finale stretching in Video Settings | skyjake | 2015-03-21 16:08 | 100 |
| 2000 | Doomsday Engine | Bug | New | Normal | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes) | | 2017-04-03 18:33 | 0 |
| 2003 | Doomsday Engine | Bug | Closed | Low | Windows uninstaller leaves compiled Python files behind | skyjake | 2017-04-03 13:53 | 100 |
| 2008 | Doomsday Engine | Feature | Closed | High | Keyboard-only usage of the new Doomsday UI (Home, task bar, popups, etc.) | skyjake | 2019-11-29 21:17 | 100 |
| 2020 | Doomsday Engine | Feature | Closed | Normal | Remove Snowberry from distribution packages | skyjake | 2017-02-25 18:06 | 100 |
| 2023 | Doomsday Engine | Feature | New | Low | New Doom 64 plugin (accurate gameplay, original ROM) | | 2019-11-29 21:20 | 0 |
| 2032 | Doomsday Engine | Feature | New | Normal | Game world debugger/inspector sidebar | | 2019-11-29 21:58 | 0 |
| 2033 | Doomsday Engine | Feature | Progressed | High | Runtime map editor | | 2019-11-29 12:31 | 0 |
| 2035 | Doomsday Engine | Feature | New | Normal | Map lighting editor (volume, surface, and point sources) | | 2019-11-29 21:59 | 0 |
| 2046 | Doomsday Engine | Bug | Closed | Normal | [BSP] Space partitioning results in superfluous line segments | daniij | 2015-05-12 23:04 | 100 |
| 2051 | Doomsday Engine | Feature | New | High | XG test suite / demo map | | 2017-04-03 18:46 | 0 |
| 2052 | Doomsday Engine | Bug | Closed | Urgent | [OS X] Crash when loading a map (clang, release build) | Deng Team | 2015-06-08 10:48 | 100 |
| 2057 | Doomsday Engine | Feature | New | Normal | Multiple client instances | skyjake | 2018-07-29 16:56 | 0 |
| 2058 | Doomsday Engine | Bug | Closed | Normal | [Windows] Adjust client UI scaling factor according to system DPI setting | skyjake | 2015-11-22 15:53 | 100 |
| 2060 | Doomsday Engine | Bug | Closed | High | [Hexen] SIGSEGV when shooting a Centaur with Frost Shards | skyjake | 2015-05-17 18:06 | 100 |
| 2061 | Doomsday Engine | Bug | Closed | Normal | Crash when exiting a map (~SectorCluster) [1.15 RC1] | daniij | 2015-05-21 02:01 | 100 |
| 2062 | Doomsday Engine | Bug | Closed | Normal | Crash when binding controls (64-bit) [1.15 RC1] | skyjake | 2015-05-24 16:46 | 100 |
| 2069 | Doomsday Engine | Feature | Rejected | Normal | Change renderer appearance profile using a command line option | skyjake | 2017-04-03 19:34 | 0 |
| 2070 | Doomsday Engine | Bug | Closed | Normal | [Windows] Installer does not remove "wadmapconverter.dll" | skyjake | 2015-05-25 19:01 | 100 |
| 2071 | Doomsday Engine | Bug | Closed | Normal | Vsync and FSAA settings behave incorrectly [1.15 RC1] | | 2016-03-27 09:01 | 80 |
| 2076 | Doomsday Engine | Bug | Closed | Normal | FluidSynth uses deprecated GLib threading API (OS X) | skyjake | 2015-06-01 12:18 | 100 |
| 2078 | Doomsday Engine | Feature | Closed | Low | Update the Readme for 2.0 | skyjake | 2017-02-24 10:52 | 100 |
| 2079 | Doomsday Engine | Bug | Closed | Lowest | Home screen savegame menu shows files from unknown game plugins as blank items | | 2017-02-20 13:50 | 0 |
| 2080 | Doomsday Engine | Bug | Closed | Normal | [Updater] Crash when parsing the version number information | skyjake | 2015-06-14 14:27 | 100 |
| 2081 | Doomsday Engine | Feature | Closed | Normal | Menus and psprite weapons should not be stretched (by default) with 16:9 display modes | skyjake | 2016-07-23 22:34 | 100 |
| 2088 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Crash when spawning a missile | skyjake | 2015-06-13 20:45 | 100 |
| 2089 | Doomsday Engine | Bug | Closed | Normal | Potential memory access violations | skyjake | 2015-06-13 18:42 | 100 |
| 2092 | Doomsday Engine | Feature | Closed | Normal | [Unix] Add .desktop files for apps in the installation | skyjake | 2017-02-25 12:02 | 100 |
| 2093 | Doomsday Engine | Feature | New | Normal | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode | Deng Team | 2016-03-27 08:20 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 2095 | Doomsday Engine | Bug | Closed | Normal | [Ubuntu] "doomsday-stable" package on Launchpad is pretty much empty | skyjake | 2015-06-29 21:34 | 100 |
| 2099 | Doomsday Engine | Bug | Closed | Urgent | [MP] Spurious remote player movements | skyjake | 2015-07-10 22:04 | 100 |
| 2101 | Doomsday Engine | Feature | Closed | Normal | Select audio plugin using Audio Settings dialog | skyjake | 2016-11-20 20:14 | 100 |
| 2105 | Doomsday Engine | Feature | Closed | Normal | Manually created reflection cube maps for models | skyjake | 2015-12-29 21:10 | 100 |
| 2106 | Doomsday Engine | Bug | Closed | Normal | [OS X 10.11 El Capitan] Mouse cursor does not stay hidden | skyjake | 2015-10-24 14:20 | 100 |
| 2112 | Doomsday Engine | Feature | Closed | Low | Bindings for the Playstation 3 controller | skyjake | 2015-11-03 09:13 | 100 |
| 2113 | Doomsday Engine | Bug | Closed | Normal | Event binding with a modifier condition is never triggered | skyjake | 2015-09-19 16:01 | 100 |
| 2116 | Doomsday Engine | Feature | Closed | Low | Compatibility with limited FBO functionality (old OpenGL drivers) | skyjake | 2019-11-29 23:26 | 50 |
| 2130 | Doomsday Engine | Bug | Closed | Normal | Segfault during ambient occlusion drawing (Hexen map02) | daniij | 2017-02-25 12:02 | 100 |
| 2131 | Doomsday Engine | Feature | Closed | Urgent | Keyboard navigation | skyjake | 2016-11-20 20:14 | 100 |
| 2134 | Doomsday Engine | Bug | Closed | High | Crash after plugin load error in AudioDriver initialization (Fedora 21) | skyjake | 2017-02-25 12:02 | 100 |
| 2135 | Doomsday Engine | Bug | Closed | Normal | Disable Oculus support by default (until proper LibOVR 1.0 support is implemented) | skyjake | 2015-11-28 17:49 | 100 |
| 2136 | Doomsday Engine | Feature | Rejected | High | Add a map rendering abstraction layer for supporting both Classic and Modern rendering modes | skyjake | 2019-11-29 23:26 | 0 |
| 2137 | Doomsday Engine | Feature | Closed | Low | C++11 cleanup: replace use of auto_ptr | skyjake | 2015-11-29 11:49 | 100 |
| 2138 | Doomsday Engine | Bug | Closed | Low | Stray icon in the 3D & VR Settings dialog title (stable 1.15.6) | skyjake | 2015-12-06 23:00 | 100 |
| 2140 | Doomsday Engine | Bug | Closed | Normal | Unnecessary warning about MD2 model not having any skins | skyjake | 2015-12-26 15:37 | 100 |
| 2141 | Doomsday Engine | Bug | Closed | Normal | Use server IDs to detect which public/private entries belong to the same server in the Multiplayer list | skyjake | 2018-11-25 15:49 | 100 |
| 2143 | Doomsday Engine | Feature | Closed | Normal | Add FreeDOOM's FreeDM as a recognized Doom IWAD | skyjake | 2015-12-26 17:02 | 100 |
| 2144 | Doomsday Engine | Bug | Closed | Urgent | Crash when reseting engine with a map loaded | Deng Team | 2016-10-03 09:51 | 100 |
| 2145 | Doomsday Engine | Bug | Closed | Normal | Shell does not take quotes into account when entering options for server | skyjake | 2015-12-26 17:02 | 100 |
| 2149 | Doomsday Engine | Bug | Closed | Normal | [X11] Crash when XRandR is not available | skyjake | 2016-02-11 09:18 | 100 |
| 2152 | Doomsday Engine | Bug | New | Urgent | [Hexen] Afrits become stuck/invincible in multiplayer | | 2018-07-29 16:53 | 0 |
| 2153 | Doomsday Engine | Feature | New | Normal | Modern multiplayer chat UI | skyjake | 2018-07-29 16:56 | 0 |
| 2159 | Doomsday Engine | Feature | New | Normal | Enhanced control over model animation sequences | skyjake | 2016-05-13 14:03 | 0 |
| 2164 | Doomsday Engine | Feature | Closed | Normal | Interlaced 3D mode | skyjake | 2016-10-15 22:00 | 100 |
| 2167 | Doomsday Engine | Bug | Closed | High | SIGSEGV during ~Subsector (e.g., ICARUS.WAD map01) | daniij | 2017-02-25 12:02 | 100 |
| 2168 | Doomsday Engine | Feature | Closed | High | Package compatibility check in multiplayer games | skyjake | 2017-01-20 13:00 | 100 |
| 2170 | Doomsday Engine | Feature | Progressed | Normal | Improved sequence-based model animation mechanism | skyjake | 2016-08-07 09:01 | 10 |
| 2171 | Doomsday Engine | Bug | Closed | Normal | Binding different commands to different joystick hat directions | skyjake | 2016-08-29 09:20 | 100 |
| 2172 | Doomsday Engine | Feature | Closed | Normal | Bindings for the Playstation 4 controller | skyjake | 2016-10-03 09:51 | 100 |
| 2173 | Doomsday Engine | Feature | Closed | Normal | Bindings for the Xbox 360/One controller | skyjake | 2016-10-03 09:51 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|--|----------|------------------|--------|
| 2182 | Doomsday Engine | Bug | Closed | High | Bindings are sometimes inadvertently cleared (failed to write at shutdown?) | skyjake | 2017-02-25 12:02 | 100 |
| 2184 | Doomsday Engine | Feature | New | Normal | Keyboard navigation: bindable controls | skyjake | 2016-11-20 14:48 | 0 |
| 2185 | Doomsday Engine | Feature | In Progress | High | Package repositories | skyjake | 2019-10-14 10:43 | 60 |
| 2188 | Doomsday Engine | Feature | New | Normal | Use OpenVR SDK for virtual reality | | 2016-11-30 07:43 | 0 |
| 2189 | Doomsday Engine | Bug | Closed | Normal | "refresh-rate-maximum" has no effect | skyjake | 2017-02-27 08:44 | 100 |
| 2190 | Doomsday Engine | Feature | Closed | Normal | Include 3D model animation state in saves | skyjake | 2017-01-20 13:00 | 100 |
| 2191 | Doomsday Engine | Feature | Closed | Normal | Write config files automatically (or periodically) at runtime | skyjake | 2017-01-08 13:46 | 100 |
| 2192 | Doomsday Engine | Feature | New | Low | Procedural images generated based on a text file (.deimage) | skyjake | 2017-03-04 09:25 | 0 |
| 2193 | Doomsday Engine | Feature | Closed | Low | Update Shell Help wiki page for 2.0 | skyjake | 2017-02-06 18:07 | 100 |
| 2194 | Doomsday Engine | Bug | New | Normal | Enhanced player weapon 3D model animations (VR compatible) | | 2017-01-19 10:34 | 0 |
| 2196 | Doomsday Engine | Feature | Closed | Normal | Improved multiplayer UI in the Home | skyjake | 2017-02-05 21:22 | 100 |
| 2197 | Doomsday Engine | Feature | Closed | Normal | Remove the 'Bias' volumetric lighting system and the Bias light source editor ("bledit") | skyjake | 2017-02-25 18:06 | 100 |
| 2202 | Doomsday Engine | Feature | Closed | High | Optimize UI rendering by collecting multiple widgets into one draw call | skyjake | 2017-02-19 23:03 | 100 |

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