Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1989	Doomsday Engine	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	2018-07-29 16:53	0
1648	Doomsday Engine	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2019-12-31 11:10	0
1638	Doomsday Engine	Feature	Closed	Urgent	Configure game options via Shell GUI	skyjake	2018-10-27 19:13	100
1702	Doomsday Engine	Bug	Closed	Urgent	Crash when multiple clients join a game	skyjake	2014-01-03 20:01	100
2144	Doomsday Engine	Bug	Closed	Urgent	Crash when reseting engine with a map loaded	Deng Team	2016-10-03 09:51	100
1945	Doomsday Engine	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2018-10-27 15:08	100
1761	Doomsday Engine	Feature	Closed	Urgent	FS2 resource packages	skyjake	2014-08-16 15:45	100
1005	Doomsday Engine	Bug	Closed	Urgent	GL error when drawing HUD ammo (msg-show 0)	skyjake	2012-08-27 19:14	100
88	Doomsday Engine	Bug	Closed	Urgent	Halo clipping vs. polyobjs	skyjake	2012-08-27 15:21	100
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2019-11-29 12:31	0
1834	Doomsday Engine	Feature	Closed	Urgent	Import Snowberry addon formats as Doomsday 2 packages	skyjake	2016-07-19 13:03	100
23	Doomsday Engine	Bug	Closed	Urgent	jDoom fails to recognize Doom2.wad "00f6d407"	skyjake	2019-12-27 12:55	100
73	Doomsday Engine	Bug	Closed	Urgent	jHeretic: "Void" in the floor	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
21	Doomsday Engine	Bug	Closed	Urgent	jHexen client crashes when changing level	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
608	Doomsday Engine	Bug	Closed	Urgent	jHexen: DDVT Inconsistency (Fatal Error)	danij	2012-08-27 15:31	100
2131	Doomsday Engine	Feature	Closed	Urgent	Keyboard navigation	skyjake	2016-11-20 20:14	100
1887	Doomsday Engine	Feature	Closed	Urgent	Migrate project build system to CMake 3	skyjake	2015-06-05 15:32	100
2261	Doomsday Engine	Bug	Closed	Urgent	Mobj cross-references not always fully restored after loading a save	skyjake	2018-11-05 19:15	100
7	Doomsday Engine	Feature	Progressed	Urgent	Next-gen renderer (codename "Gloom")	skyjake	2018-10-27 16:10	30
1095	Doomsday Engine	Bug	Closed	Urgent	Non-ASCII characters broken on cmdline and/or resource finder	skyjake	2014-12-17 23:06	100
1900	Doomsday Engine	Feature	Closed	Urgent	OpenGL 3.3 Core Profile	Deng Team	2017-07-03 21:16	100
1601	Doomsday Engine	Feature	In Progress	Urgent	Package management	skyjake	2019-10-14 10:44	80
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
543	Doomsday Engine	Bug	Closed	Urgent	Polyobjs completely missing	danij	2012-08-27 15:31	100
2224	Doomsday Engine	Feature	Closed	Urgent	Preload all model textures to avoid stutters during gameplay	skyjake	2017-04-17 11:29	100
1990	Doomsday Engine	Bug	Closed	Urgent	Qt 4 incompatibility in ResourceSystem::initSprites()	danij	2015-06-08 10:48	100
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
1623	Doomsday Engine	Feature	Progressed	Urgent	Shaders	skyjake	2018-10-27 15:14	60
1199	Doomsday Engine	Feature	Closed	Urgent	Shaders, Texture Maps + other ver.2 features.		2013-10-22 08:09	0

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292	Doomsday Engine	Bug	Closed	Urgent	Snowberry: Installing over old version must not fail	skyjake	2012-08-27 15:25	100
1603	Doomsday Engine	Feature	Progressed	Urgent	Support for id Tech 1 map hacks		2019-12-15 07:34	50
1246	Doomsday Engine	Feature	Closed	Urgent	Support newer model formats and skeletal animation	Deng Team	2014-10-27 17:14	100
1605	Doomsday Engine	Feature	Closed	Urgent	Tutorial	skyjake	2014-04-10 09:34	100
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
1622	Doomsday Engine	Feature	New	Urgent	Vanilla depth shading		2019-11-29 23:23	0
94	Doomsday Engine	Bug	Closed	Urgent	Wrong flat textures on clientside	skyjake	2012-08-27 15:21	100
2152	Doomsday Engine	Bug	New	Urgent	[Hexen] Afrits become stuck/invincible in multiplayer		2018-07-29 16:53	0
1791	Doomsday Engine	Bug	Closed	Urgent	[Hexen] Hub state reset after saving	danij	2014-05-06 23:53	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
2099	Doomsday Engine	Bug	Closed	Urgent	[MP] Spurious remote player movements	skyjake	2015-07-10 22:04	100
2052	Doomsday Engine	Bug	Closed	Urgent	[OS X] Crash when loading a map (clang, release build)	Deng Team	2015-06-08 10:48	100
2366	Doomsday Engine	Bug	Closed	High	"texreset" breaks halo textures	skyjake	2019-12-17 11:18	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
1203	Doomsday Engine	Feature	Progressed	High	Additional save slots — revised save management	skyjake	2019-11-29 16:18	30
1856	Doomsday Engine	Bug	Closed	High	Alert on first launch because game.cfg not found	danij	2014-11-21 19:02	100
1658	Doomsday Engine	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2020-05-10 11:14	0
90	Doomsday Engine	Bug	Closed	High	Base-relative skin paths in MD2s	skyjake	2012-08-27 15:21	100
2182	Doomsday Engine	Bug	Closed	High	Bindings are sometimes inadvertently cleared (failed to write at shutdown?)	skyjake	2017-02-25 12:02	100
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
1696	Doomsday Engine	Bug	Closed	High	BspLeaf::cluster: No sector cluster is attributed	danij	2014-01-25 01:07	100
1749	Doomsday Engine	Feature	New	High	Built-in effects should come in resource packs	skyjake	2019-11-29 20:15	0
1171	Doomsday Engine	Feature	Rejected	High	Center HUD weapon position when firing		2019-11-29 16:10	0
106	Doomsday Engine	Bug	Closed	High	Client can jump even if jumping disabled on server	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
20	Doomsday Engine	Bug	Closed	High	Client doesn't step up onto mobjs	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
1688	Doomsday Engine	Feature	New	High	Command line options documented with Amethyst		2017-04-08 10:08	0
1633	Doomsday Engine	Feature	New	High	Console commands and Doomsday Script	skyjake	2019-11-29 20:24	0
239	Doomsday Engine	Bug	Closed	High	Console not closed when Control Panel opened	danij	2012-08-27 15:24	100
2251	Doomsday Engine	Bug	Closed	High	Crash after an error occurs, instead of graceful exit	skyjake	2017-06-24 09:21	100

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2134	Doomsday Engine	Bug	Closed	High	Crash after plugin load error in AudioDriver initialization (Fedora 21)	skyjake	2017-02-25 12:02	100
620	Doomsday Engine	Bug	Closed	High	Crash when launching with Shareware Doom	danij	2012-08-27 15:32	100
2230	Doomsday Engine	Bug	Closed	High	Crash when trying to create a new profile when no games are playable in the game family	skyjake	2017-04-08 10:05	100
1153	Doomsday Engine	Feature	New	High	Customizable intermissions		2019-11-29 16:09	0
998	Doomsday Engine	Bug	Closed	High	Detail texture appearance incorrect (vs. #364)	danij	2012-08-27 19:14	100
1201	Doomsday Engine	Feature	New	High	Dynamic shadows	skyjake	2019-11-29 16:15	50
66	Doomsday Engine	Bug	Closed	High	Dynlights leak through walls	skyjake	2012-08-27 15:21	100
1829	Doomsday Engine	Feature	Closed	High	Eliminate fixed-length file path limits	skyjake	2016-07-23 22:39	100
1621	Doomsday Engine	Feature	Closed	High	Evaluation of runtime conditions		2019-11-29 18:36	0
1190	Doomsday Engine	Feature	Progressed	High	External scripts for mobj behavior	skyjake	2019-11-29 16:13	30
1604	Doomsday Engine	Feature	New	High	Game rules (1p and MP)		2019-11-29 21:33	20
63	Doomsday Engine	Bug	Closed	High	Halo occlusion flickers	skyjake	2012-08-27 15:21	100
2365	Doomsday Engine	Bug	Closed	High	Halos from Light decorations not visible	skyjake	2019-12-17 11:18	100
288	Doomsday Engine	Bug	Closed	High	hq2x "Smart Filtering" is Broken on Big Endian systems	skyjake	2012-08-27 15:25	100
1614	Doomsday Engine	Feature	New	High	Improved demo recording and playback		2019-11-29 20:20	0
1753	Doomsday Engine	Feature	Rejected	High	Improved Master Server API	skyjake	2017-02-08 12:05	0
2245	Doomsday Engine	Feature	Closed	High	Improved UI for data folder configuration	skyjake	2018-11-05 19:15	100
1781	Doomsday Engine	Bug	Closed	High	Incorrect ping time in MP info popup	skyjake	2017-02-08 10:10	100
1632	Doomsday Engine	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2019-11-29 12:31	0
1229	Doomsday Engine	Feature	Rejected	High	Input plugins: generate events from connected controllers		2017-09-07 16:29	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
42	Doomsday Engine	Bug	Closed	High	jDoom crashes with some PWADs	skyjake	2012-08-27 15:21	100
128	Doomsday Engine	Bug	Closed	High	jDoom: Netgame Client Glitches	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
69	Doomsday Engine	Bug	Closed	High	jHexen: Fire Minotaur Statues stretched	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
70	Doomsday Engine	Bug	Closed	High	jHexen: Wings of Wrath stuck	skyjake	2012-08-27 15:21	100
93	Doomsday Engine	Bug	Closed	High	Jittery missiles	skyjake	2012-08-27 15:21	100
1940	Doomsday Engine	Bug	Closed	High	Key release ignored when it occurs during busy mode	skyjake	2015-06-08 10:48	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
97	Doomsday Engine	Bug	Closed	High	Loading order of included DEDs	skyjake	2012-08-27 15:21	100
2220	Doomsday Engine	Bug	Closed	High	Long sidebars should always keep their Close button visible	skyjake	2017-04-17 11:29	100

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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
1994	Doomsday Engine	Feature	Closed	High	Model asset for player weapons (model.weapon.*)	skyjake	2017-02-05 10:19	100
1765	Doomsday Engine	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2019-11-29 20:20	0
1767	Doomsday Engine	Feature	New	High	Network delta profiler		2019-11-29 12:33	0
2202	Doomsday Engine	Feature	Closed	High	Optimize UI rendering by collecting multiple widgets into one draw call	skyjake	2017-02-19 23:03	100
2168	Doomsday Engine	Feature	Closed	High	Package compatibility check in multiplayer games	skyjake	2017-01-20 13:00	100
2185	Doomsday Engine	Feature	In Progress	High	Package repositories	skyjake	2019-10-14 10:43	60
108	Doomsday Engine	Bug	Closed	High	Particle center offset Y ignored	skyjake	2012-08-27 15:21	100
1699	Doomsday Engine	Feature	New	High	Particle renderer 2.0		2017-04-03 18:55	0
736	Doomsday Engine	Bug	Closed	High	Player acceleration and movement	skyjake	2012-08-27 15:33	100
1680	Doomsday Engine	Feature	Closed	High	Quad-buffered GL framebuffer	skyjake	2013-12-23 12:31	100
2382	Doomsday Engine	Bug	New	High	Recognizing IWAD/PWAD files with more accuracy (using CRC-32)	skyjake	2020-12-08 08:26	0
1301	Doomsday Engine	Feature	Progressed	High	Redesigned DED Reader	skyjake	2019-11-29 16:27	80
1647	Doomsday Engine	Feature	Progressed	High	Replace FS1 with FS2-based resource management	skyjake	2019-11-29 21:33	30
1962	Doomsday Engine	Feature	New	High	Revised network protocol based on libshell	skyjake	2018-07-29 16:53	0
2033	Doomsday Engine	Feature	Progressed	High	Runtime map editor		2019-11-29 12:31	0
1617	Doomsday Engine	Feature	New	High	Scoped definitions and variables	Deng Team	2016-12-01 20:17	0
2246	Doomsday Engine	Bug	Closed	High	Screen remains completely black after startup, even though console is accessible (random)	skyjake	2017-04-17 11:29	100
1244	Doomsday Engine	Feature	Closed	High	Scripting in model definitions (e.g., dependent on player health)	skyjake	2015-11-10 11:28	100
1757	Doomsday Engine	Feature	New	High	Separate server and client sources		2019-11-29 20:17	20
2248	Doomsday Engine	Bug	Closed	High	Server crashes during startup with error messages related to threading	skyjake	2017-06-24 09:20	100
1766	Doomsday Engine	Feature	Closed	High	Server-supplied (i.e., remote) resource files	skyjake	2018-12-06 12:14	100
1751	Doomsday Engine	Bug	Closed	High	Shift key state not recognized by bindings when typing in console	skyjake	2014-04-17 10:46	100
65	Doomsday Engine	Bug	Closed	High	Shiny skins on HUD Models	skyjake	2012-08-27 15:21	100
2167	Doomsday Engine	Bug	Closed	High	SIGSEGV during ~Subsector (e.g., ICARUS.WAD map01)	danij	2017-02-25 12:02	100
2306	Doomsday Engine	Bug	Closed	High	Sky masking polygons should not be visible	skyjake	2019-02-17 12:42	100
1266	Doomsday Engine	Feature	New	High	Sound decorations		2019-11-29 16:21	0
71	Doomsday Engine	Bug	Closed	High	Sounds pop with DS8	skyjake	2012-08-27 15:21	100
1754	Doomsday Engine	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
1233	Doomsday Engine	Feature	New	High	Surface decorations using 3D models		2015-12-22 13:15	0
1675	Doomsday Engine	Feature	Closed	High	Switch to new Qt 5.4+ OpenGL APIs (from QGLWidget)	skyjake	2016-10-10 08:01	100
86	Doomsday Engine	Bug	Closed	High	Unused MD2 models are loaded anyway	skyjake	2012-08-27 15:21	100

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109	Doomsday Engine	Bug	Closed	High	Updating songs at zero volume	skyjake	2012-08-27 15:21	100
9	Doomsday Engine	Feature	Progressed	High	Use local server to run single-player games		2019-11-29 20:21	0
584	Doomsday Engine	Bug	Closed	High	Wrong instruments in MUS music	skyjake	2012-08-27 15:31	100
1620	Doomsday Engine	Feature	Progressed	High	XG 2.0	Deng Team	2019-11-29 19:05	20
2051	Doomsday Engine	Feature	New	High	XG test suite / demo map		2017-04-03 18:46	0
1006	Doomsday Engine	Bug	Closed	High	[Busy Mode] Screen capture malformed at some resolutions	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
1009	Doomsday Engine	Bug	Closed	High	[Controls] Mouse for walk/sidestep is unbalanced	skyjake	2012-08-27 19:14	100
989	Doomsday Engine	Bug	Closed	High	[Dedicated] Server fatal error due to GL texture manager	skyjake	2012-08-27 19:14	100
2446	Doomsday Engine	Bug	Resolved	High	[Heretic] Sky texture is stretched and only partially visible	skyjake	2021-01-31 19:12	100
1634	Doomsday Engine	Bug	Closed	High	[Hexen] Hypostyle: Death Wyvern gets stuck	skyjake	2015-05-21 11:25	100
2060	Doomsday Engine	Bug	Closed	High	[Hexen] SIGSEGV when shooting a Centaur with Frost Shards	skyjake	2015-05-17 18:06	100
2242	Doomsday Engine	Bug	Closed	High	[macOS] Crash when running on macOS 10.11 or older (FluidSynth and GLib)	skyjake	2017-04-08 10:05	100
1089	Doomsday Engine	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
2413	Doomsday Engine	Feature	New	High	[MP] Configure what the server does after a timeout when no clients connected	skyjake	2020-12-08 08:27	0
1986	Doomsday Engine	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2020-12-08 08:27	0
1707	Doomsday Engine	Bug	Closed	High	[NVIDIA] Antialiasing with forced driver setting (black screen)	Deng Team	2014-01-12 12:12	100
110	Doomsday Engine	Bug	Closed	High	[Render hack] TNT map09: Transparent window is not transparent	skyjake	2020-12-08 08:27	100
1595	Doomsday Engine	Feature	Closed	High	[Updater] Separate channels for unstable, stable, and RC+stable releases	skyjake	2017-03-20 09:38	100
2401	Doomsday Engine	Bug	Closed	Normal	"cubeshot" does not render views for all directions	skyjake	2020-02-01 17:05	100
1578	Doomsday Engine	Feature	Rejected	Normal	"doom-all" folder		2016-08-09 11:09	0
2206	Doomsday Engine	Bug	Closed	Normal	"jdrp.box" is not being recognized	skyjake	2017-03-15 08:13	100
2374	Doomsday Engine	Feature	Closed	Normal	"On death" script to run when a thing is killed	skyjake	2020-12-08 08:27	100
2189	Doomsday Engine	Bug	Closed	Normal	"refresh-rate-maximum" has no effect	skyjake	2017-02-27 08:44	100
34	Doomsday Engine	Bug	Closed	Normal	-nohightex disables particle textures	skyjake	2012-08-27 15:21	100
1166	Doomsday Engine	Feature	Closed	Normal	.pk3/.zip Support	skyjake	2012-08-28 06:44	100
1223	Doomsday Engine	Feature	Closed	Normal	16:9 widescreen mode		2012-08-28 06:44	100
1238	Doomsday Engine	Feature	Closed	Normal	2 Features		2012-08-27 15:37	100
1155	Doomsday Engine	Feature	Closed	Normal	3D model for the sky	skyjake	2012-08-28 06:44	100
1222	Doomsday Engine	Feature	Closed	Normal	5.1 Digital sound		2013-10-20 21:22	100
44	Doomsday Engine	Bug	Closed	Normal	60 Hz Bug - cannot be forced to run with higher frequences!	skyjake	2012-08-27 15:21	100
1789	Doomsday Engine	Feature	Closed	Normal	@include directive for Info files	skyjake	2014-04-29 07:48	100

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2143	Doomsday Engine	Feature	Closed	Normal	Add FreeDOOM's FreeDM as a recognized Doom IWAD	skyjake	2015-12-26 17:02	100
2430	Doomsday Engine	Feature	New	Normal	Add support for Bethesda.net official addon PWADs	Deng Team	2020-09-17 14:28	0
1629	Doomsday Engine	Feature	Closed	Normal	Add toggle for "sound-overlap-stop"	skyjake	2013-10-22 19:02	100
1865	Doomsday Engine	Feature	New	Normal	Align 3D model's head with the target's direction		2019-11-29 21:06	0
1240	Doomsday Engine	Feature	Closed	Normal	Alpha Blended 8-bit, non-colorkeyed particle images	skyjake	2012-08-28 06:44	100
1181	Doomsday Engine	Feature	New	Normal	Ambient sounds (in XG sectors)		2017-04-03 18:48	0
1164	Doomsday Engine	Feature	Closed	Normal	Animation sequences defined using DEDs	skyjake	2012-08-28 06:44	100
2281	Doomsday Engine	Feature	New	Normal	Apply Values in Hexen	skyjake	2019-11-29 12:31	0
1626	Doomsday Engine	Feature	New	Normal	Area-based fog		2017-04-03 19:35	0
120	Doomsday Engine	Bug	Closed	Normal	ATI OpenGL: Menu fix found possibly???		2012-08-27 15:21	100
1145	Doomsday Engine	Feature	Closed	Normal	ATI TRUFORM for models		2012-08-27 15:37	100
1848	Doomsday Engine	Feature	Closed	Normal	Auto-hide warning indicator after X minutes	skyjake	2014-10-28 11:45	100
1177	Doomsday Engine	Feature	Closed	Normal	Autohide + Floating statusbar options	danij	2013-04-03 16:01	100
1763	Doomsday Engine	Feature	New	Normal	Autosaving		2019-11-29 20:19	0
2373	Doomsday Engine	Bug	Closed	Normal	Avoid near-clipping player weapon models	skyjake	2020-02-01 17:05	100
1286	Doomsday Engine	Feature	Closed	Normal	Bindable Automap Controls	danij	2012-08-28 06:44	100
2171	Doomsday Engine	Bug	Closed	Normal	Binding different commands to different joystick hat directions	skyjake	2016-08-29 09:20	100
1239	Doomsday Engine	Feature	Closed	Normal	Binding of joystick axes	skyjake	2012-08-28 06:44	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
1163	Doomsday Engine	Feature	Closed	Normal	Blended/faded texture animation	skyjake	2012-08-28 06:44	100
1143	Doomsday Engine	Feature	Rejected	Normal	Bots		2019-11-29 15:58	0
2353	Doomsday Engine	Bug	Closed	Normal	Bugs in Doomsday Script parsing and execution	skyjake	2019-12-17 11:18	100
2472	Doomsday Engine	Bug	New	Normal	Build errors with LTO (Gentoo)	Deng Team	2024-04-06 09:40	0
2355	Doomsday Engine	Feature	New	Normal	Build must fail on macOS notarization error	Deng Team	2019-11-30 08:03	0
1226	Doomsday Engine	Feature	Closed	Normal	Bumpmapping		2012-08-27 15:37	100
1847	Doomsday Engine	Feature	Closed	Normal	C++ internal data for thinkers	skyjake	2014-07-27 06:27	100
2069	Doomsday Engine	Feature	Rejected	Normal	Change renderer appearance profile using a command line option	skyjake	2017-04-03 19:34	0
1142	Doomsday Engine	Feature	Closed	Normal	Cheating in netgames	skyjake	2012-08-28 06:44	100
1237	Doomsday Engine	Feature	Closed	Normal	Cheats		2012-08-27 15:37	100
2317	Doomsday Engine	Bug	Closed	Normal	Cleaning up "category" in Snowberry Info metadata	skyjake	2019-01-22 11:28	100
1961	Doomsday Engine	Bug	New	Normal	Client fatal error due to invalid data received from server		2018-07-29 16:53	0
12	Doomsday Engine	Bug	Closed	Normal	Client stopped by invisible walls/mobjs	skyjake	2012-08-27 15:21	100

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1169	Doomsday Engine	Feature	Closed	Normal	Command line options for resource paths	skyjake	2012-08-28 06:44	100
1788	Doomsday Engine	Feature	Rejected	Normal	Command line options should take native paths relative to cwd	skyjake	2019-11-29 12:32	30
2356	Doomsday Engine	Bug	Closed	Normal	Compatibility issues with Sigil v1.21	skyjake	2019-12-17 11:18	100
2354	Doomsday Engine	Bug	In Progress	Normal	Compatibility with TNT: Revilution (MAP30)	skyjake	2019-12-18 21:41	50
1264	Doomsday Engine	Feature	New	Normal	Conditional decorations		2019-11-29 16:20	0
1219	Doomsday Engine	Feature	Rejected	Normal	Configurable missile spawn points		2019-11-29 16:02	0
2288	Doomsday Engine	Feature	New	Normal	Configure all multiplayer game options via GUI	skyjake	2018-10-27 14:45	100
2241	Doomsday Engine	Feature	Progressed	Normal	Configure games via Home UI (advanced users, cf. autoexec.cfg)	skyjake	2019-11-29 22:19	50
2424	Doomsday Engine	Feature	Closed	Normal	Confirm/cancel Y/N questions with game controller	skyjake	2020-12-08 08:27	100
87	Doomsday Engine	Bug	Closed	Normal	console command kill	skyjake	2012-08-27 15:21	100
1772	Doomsday Engine	Feature	Closed	Normal	Console menu: Copy log file path to clipboard	skyjake	2014-08-16 14:36	100
1185	Doomsday Engine	Feature	Rejected	Normal	Controls for moving camera up/down		2016-08-09 10:42	0
2439	Doomsday Engine	Feature	New	Normal	Copy/paste to/from clipboard in the command prompt	Deng Team	2021-01-03 07:22	0
2260	Doomsday Engine	Bug	Closed	Normal	Crash after returning to a different map in a hub (mobj target pointer null)	skyjake	2017-07-27 12:25	100
1790	Doomsday Engine	Bug	Closed	Normal	Crash after starting install of update	skyjake	2014-04-30 20:09	100
2250	Doomsday Engine	Bug	Closed	Normal	Crash on launch when trying to index folders with lots of files, or files with unexpected names/content	skyjake	2018-11-05 19:15	100
2062	Doomsday Engine	Bug	Closed	Normal	Crash when binding controls (64-bit) [1.15 RC1]	skyjake	2015-05-24 16:46	100
2061	Doomsday Engine	Bug	Closed	Normal	Crash when exiting a map (~SectorCluster) [1.15 RC1]	danij	2015-05-21 02:01	100
1960	Doomsday Engine	Bug	Closed	Normal	Crash when handling input events during busy mode	skyjake	2015-02-05 18:33	100
1693	Doomsday Engine	Bug	Closed	Normal	Crash when joining multiplayer game with Vanilla profile	skyjake	2014-01-01 17:09	100
1645	Doomsday Engine	Bug	Closed	Normal	Crash with console autocompletion	skyjake	2013-10-29 09:47	100
1154	Doomsday Engine	Feature	Closed	Normal	Crosshair color alpha	skyjake	2012-08-27 15:37	100
1160	Doomsday Engine	Feature	Closed	Normal	Customizable Dynamic Lights	skyjake	2012-08-28 06:44	100
1220	Doomsday Engine	Feature	Rejected	Normal	Cutscenes		2019-11-29 16:03	0
1144	Doomsday Engine	Feature	Closed	Normal	Cvar to disable angle-based wall lighting	skyjake	2012-08-28 06:44	100
1224	Doomsday Engine	Feature	Closed	Normal	Cvar to disable model spinning	skyjake	2012-08-28 06:44	100
1211	Doomsday Engine	Feature	Closed	Normal	CVAR to disable the offseting in A_Lower and A_Raise	skyjake	2012-08-28 06:44	100
1184	Doomsday Engine	Feature	Closed	Normal	Cvar/cmd descriptions as helpstrings	skyjake	2013-04-03 16:01	100
1228	Doomsday Engine	Feature	Closed	Normal	Damage from nukage splats		2012-08-27 15:37	100
1279	Doomsday Engine	Feature	Closed	Normal	Decoration -> Glow Definition	danij	2012-08-28 06:44	100
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1183	Doomsday Engine	Feature	New	Normal	Default values printed with "help"		2019-11-29 22:50	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1771	Doomsday Engine	Feature	Closed	Normal	Delete savegames via Game Selection menu	skyjake	2014-11-28 08:52	100
1686	Doomsday Engine	Feature	Closed	Normal	Derived resource packs		2019-11-29 23:16	100
2267	Doomsday Engine	Feature	Closed	Normal	Detect future Freedoom IWADs	skyjake	2019-12-17 11:17	100
1278	Doomsday Engine	Feature	Closed	Normal	Direct3D Triple Buffering		2012-08-27 15:37	100
1260	Doomsday Engine	Feature	Closed	Normal	Disable highres patches but not highres textures	skyjake	2012-08-28 06:44	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
1148	Doomsday Engine	Feature	Closed	Normal	Display refresh rate settings	skyjake	2012-08-28 06:44	100
1764	Doomsday Engine	Feature	New	Normal	DMU 2.0: Generate network deltas		2019-11-29 20:19	0
100	Doomsday Engine	Bug	Closed	Normal	Doom2 level 29 floor hole bug	skyjake	2012-08-27 15:21	100
2311	Doomsday Engine	Bug	Closed	Normal	Doom64 TC will not launch, fatal error "options.turbo.default"	skyjake	2019-03-15 08:45	100
2375	Doomsday Engine	Feature	Closed	Normal	Doomsday Script enhancements for 2.3	skyjake	2020-12-08 08:27	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
6	Doomsday Engine	Feature	Progressed	Normal	Draw lens flares using GL2	skyjake	2016-08-09 11:05	50
1600	Doomsday Engine	Feature	Closed	Normal	Drop Snowberry	Deng Team	2017-02-25 18:06	100
1146	Doomsday Engine	Feature	Closed	Normal	Ducking		2012-08-27 15:37	100
1150	Doomsday Engine	Feature	Rejected	Normal	Duke Nukem 3D Support		2013-10-18 16:30	0
2286	Doomsday Engine	Feature	New	Normal	Editing all global Doomsday key bindings	skyjake	2018-10-12 19:45	0
1698	Doomsday Engine	Feature	New	Normal	Editor for particle generators		2019-11-29 19:23	0
1746	Doomsday Engine	Feature	Closed	Normal	Enable C++11	skyjake	2014-08-05 15:40	100
2159	Doomsday Engine	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 14:03	0
2194	Doomsday Engine	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0
2394	Doomsday Engine	Feature	New	Normal	Episodes defined in game profile	Deng Team	2020-01-05 12:52	0
1952	Doomsday Engine	Bug	Progressed	Normal	Eternal Doom MAP26 malformed map hack causing memory release error		2019-11-29 23:06	0
2113	Doomsday Engine	Bug	Closed	Normal	Event binding with a modifier condition is never triggered	skyjake	2015-09-19 16:01	100
13	Doomsday Engine	Bug	Closed	Normal	Excessive warping on clientside	skyjake	2012-08-27 15:21	100
2395	Doomsday Engine	Feature	New	Normal	Exporting and importing game profiles (files and dengine.net)	Deng Team	2020-01-05 09:07	0
2285	Doomsday Engine	Bug	Closed	Normal	Extreme lag with LAN discovery of multiple (12) local servers	skyjake	2018-11-25 15:50	100
2289	Doomsday Engine	Feature	New	Normal	Filtering game profiles in Home using search terms	skyjake	2019-11-29 22:50	0
2358	Doomsday Engine	Feature	Closed	Normal	Fixed FOV for rendering weapon models	skyjake	2019-12-17 11:17	100
2076	Doomsday Engine	Bug	Closed	Normal	FluidSynth uses deprecated GLib threading API (OS X)	skyjake	2015-06-01 12:18	100
1179	Doomsday Engine	Feature	Rejected	Normal	Flying creatures - Tilt up/down if moving in z dimension		2019-11-29 15:59	0
1187	Doomsday Engine	Feature	Rejected	Normal	Force feedback		2013-10-19 18:51	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1987	Doomsday Engine	Bug	Closed	Normal	FOV gets maxed out too early in a very wide window	skyjake	2015-03-05 08:33	100
1230	Doomsday Engine	Feature	Closed	Normal	Full DirectX 9 support		2012-08-27 15:37	100
2271	Doomsday Engine	Feature	Closed	Normal	Fully customized game profiles (select any WAD as IWAD)	skyjake	2018-11-05 19:15	100
1208	Doomsday Engine	Feature	Rejected	Normal	Game extension plugins		2016-08-09 10:47	0
1762	Doomsday Engine	Feature	New	Normal	Game hierarchy		2019-11-29 20:18	0
2229	Doomsday Engine	Feature	Closed	Normal	Game profile option to immediately start game in a specific map	skyjake	2017-04-18 08:28	100
1271	Doomsday Engine	Feature	Closed	Normal	Game Status Cvars	danij	2012-08-28 06:44	100
2032	Doomsday Engine	Feature	New	Normal	Game world debugger/inspector sidebar		2019-11-29 21:58	0
1798	Doomsday Engine	Feature	Rejected	Normal	Generate Doomsday Script API documentation		2019-11-29 21:02	0
1180	Doomsday Engine	Feature	Closed	Normal	Gib Generator - For spawning models from a mobj state	skyjake	2012-08-28 06:44	100
53	Doomsday Engine	Bug	Closed	Normal	Glowing textures+flats not effected by fog	skyjake	2012-08-27 15:21	100
1218	Doomsday Engine	Feature	Closed	Normal	gnf_group: Triggered by all in flat group		2012-08-27 15:37	100
1635	Doomsday Engine	Feature	Resolved	Normal	HDR rendering	skyjake	2018-10-27 15:06	100
1178	Doomsday Engine	Feature	Closed	Normal	Hi-res textures as 256-color PCX or GIF	skyjake	2012-08-27 15:37	100
122	Doomsday Engine	Bug	Closed	Normal	High eyeheight in a low room	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
1167	Doomsday Engine	Feature	Closed	Normal	High-resolution sprites	skyjake	2012-08-28 06:44	100
1974	Doomsday Engine	Feature	Closed	Normal	Home screen usability: Quit button, hint about Escape toggling taskbar	skyjake	2017-02-25 17:48	100
1173	Doomsday Engine	Feature	Closed	Normal	HUD Sprites to use different external resource	skyjake	2012-08-28 06:44	100
2291	Doomsday Engine	Bug	Closed	Normal	If music is not defined in Map Info, should fall back to the default music	skyjake	2018-11-05 19:15	100
1995	Doomsday Engine	Feature	Closed	Normal	Improved 3D model shaders	skyjake	2015-12-29 10:16	100
2196	Doomsday Engine	Feature	Closed	Normal	Improved multiplayer UI in the Home	skyjake	2017-02-05 21:22	100
2170	Doomsday Engine	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
1687	Doomsday Engine	Feature	Progressed	Normal	In-game error dialogs (e.g., corrupt savegame)		2019-11-29 21:36	50
1083	Doomsday Engine	Bug	New	Normal	In-game window contents resizing glitches		2017-04-03 14:43	0
2190	Doomsday Engine	Feature	Closed	Normal	Include 3D model animation state in saves	skyjake	2017-01-20 13:00	100
2425	Doomsday Engine	Bug	Closed	Normal	Incorrect default value for "view-cross-width"	skyjake	2020-12-08 08:27	100
2299	Doomsday Engine	Bug	Closed	Normal	Incorrect game tag assigned to data file	skyjake	2018-12-11 19:55	100
1268	Doomsday Engine	Feature	Closed	Normal	Individual sounds for Creatures.		2012-08-27 15:37	100
114	Doomsday Engine	Bug	Closed	Normal	input-key-wait1 reset to 15	skyjake	2012-08-27 15:21	100
2164	Doomsday Engine	Feature	Closed	Normal	Interlaced 3D mode	skyjake	2016-10-15 22:00	100
1212	Doomsday Engine	Feature	Closed	Normal	jDoom: Extra weapon states		2012-08-27 15:37	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
132	Doomsday Engine	Bug	Closed	Normal	jDoom: No Invuln. Effect	skyjake	2012-08-27 15:22	100
29	Doomsday Engine	Bug	Closed	Normal	jDoom: Server crashes when connecting	skyjake	2012-08-27 15:21	100
138	Doomsday Engine	Bug	Closed	Normal	jHeretic: IWAD 00b948d7 Not Recognized	skyjake	2012-08-27 15:22	100
113	Doomsday Engine	Bug	Closed	Normal	jHeretic: Key binding crash	skyjake	2012-08-27 15:21	100
96	Doomsday Engine	Bug	Closed	Normal	jHexen: Gargoyle stretched out?	skyjake	2012-08-27 15:21	100
2184	Doomsday Engine	Feature	New	Normal	Keyboard navigation: bindable controls	skyjake	2016-11-20 14:48	0
1684	Doomsday Engine	Feature	Closed	Normal	Launching without Snowberry	skyjake	2015-06-05 15:33	100
1209	Doomsday Engine	Feature	Closed	Normal	Lava/water whatever effects		2012-08-27 15:37	100
1249	Doomsday Engine	Feature	Closed	Normal	Level Selecting Support		2012-08-27 15:37	100
1257	Doomsday Engine	Feature	Closed	Normal	Level Shadows and Zombie blood		2012-08-27 15:37	100
2363	Doomsday Engine	Bug	New	Normal	Light Amplification powerup doesn't affect psprite 3D models	skyjake	2020-12-08 08:26	0
2318	Doomsday Engine	Bug	Closed	Normal	Light blending bug where dynamic lights with additive blending cause textures to become temporarily fully white	skyjake	2019-02-17 12:42	100
1708	Doomsday Engine	Feature	Closed	Normal	Logging by domain (with filtering)	skyjake	2014-01-14 11:09	100
2287	Doomsday Engine	Bug	Closed	Normal	Macintosh variant of HEXEN.WAD is not recognized	skyjake	2018-11-05 19:15	100
2346	Doomsday Engine	Feature	Closed	Normal	macOS notarization	skyjake	2019-11-30 08:04	100
2105	Doomsday Engine	Feature	Closed	Normal	Manually created reflection cube maps for models	skyjake	2015-12-29 21:10	100
2035	Doomsday Engine	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2019-11-29 21:59	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
1261	Doomsday Engine	Feature	Closed	Normal	Maximising the potential of Multitexturing		2012-08-27 15:37	100
1256	Doomsday Engine	Feature	Closed	Normal	Maximum number of visible models		2016-08-09 10:49	0
2293	Doomsday Engine	Bug	Closed	Normal	md2tool fails to read model files	skyjake	2018-11-18 08:06	100
1997	Doomsday Engine	Feature	Closed	Normal	Menu, weapon, intermission, and finale stretching in Video Settings	skyjake	2015-03-21 16:08	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
67	Doomsday Engine	Bug	Closed	Normal	Missing upper texture	skyjake	2012-08-27 15:21	100
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
1818	Doomsday Engine	Bug	Closed	Normal	Model "Shadow radius" ignored	skyjake	2014-12-06 14:28	100
1273	Doomsday Engine	Feature	Closed	Normal	Model anim with 1-state objects	skyjake	2012-08-28 06:44	100
1291	Doomsday Engine	Feature	Closed	Normal	Model Flag to Disable TexComp	skyjake	2012-08-28 06:44	100
2153	Doomsday Engine	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2018-07-29 16:56	0
2411	Doomsday Engine	Bug	Closed	Normal	Monitor color adjustment via platform-specific APIs is unreliable (e.g., Windows 10)	skyjake	2020-12-08 08:27	100

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1204	Doomsday Engine	Feature	Closed	Normal	more complex shadows		2012-08-27 15:37	100
1262	Doomsday Engine	Feature	Closed	Normal	More engine features		2012-08-27 15:37	100
1191	Doomsday Engine	Feature	Closed	Normal	More than 8 decor lights/texture	skyjake	2012-08-28 06:44	100
1909	Doomsday Engine	Bug	Closed	Normal	Mouse wheel events (pixel scroll vs. angle)	skyjake	2014-11-23 20:53	100
1165	Doomsday Engine	Feature	Rejected	Normal	Multipart 3D models		2016-08-09 10:33	0
1236	Doomsday Engine	Feature	Closed	Normal	Multiplayer modes integrated into Doomsday		2012-08-28 06:44	100
2219	Doomsday Engine	Bug	Closed	Normal	Multiplayer tab only shows "unknown game" items after changes to Data Files settings	skyjake	2017-04-08 10:05	100
5	Doomsday Engine	Feature	Closed	Normal	Multiplayer UI as part of taskbar	skyjake	2014-03-08 13:49	100
2057	Doomsday Engine	Feature	New	Normal	Multiple client instances	skyjake	2018-07-29 16:56	0
1606	Doomsday Engine	Bug	Progressed	Normal	M_THERMM and HUD message font replacement		2017-04-03 14:40	0
33	Doomsday Engine	Bug	Closed	Normal	Netgame pausing doesn't work	skyjake	2012-08-27 15:21	100
8	Doomsday Engine	Feature	Closed	Normal	New GL2 based model renderer	skyjake	2014-10-27 17:06	100
1890	Doomsday Engine	Feature	Closed	Normal	New sequence-based model animation mechanism	skyjake	2016-08-07 08:52	100
2408	Doomsday Engine	Bug	Closed	Normal	Newline characters in Text string definitions	skyjake	2020-12-08 08:27	100
1214	Doomsday Engine	Feature	Closed	Normal	No external textures for PWAD textures	skyjake	2012-08-28 06:44	100
130	Doomsday Engine	Bug	Closed	Normal	Non-Glowing Flats	skyjake	2012-08-27 15:22	100
1200	Doomsday Engine	Feature	Closed	Normal	Non-Rectangular Resolutions	danij	2012-08-28 06:44	100
1657	Doomsday Engine	Feature	Closed	Normal	Oculus Rift field-of-view angle	cmbruns	2013-11-12 08:05	100
1655	Doomsday Engine	Feature	Closed	Normal	Offscreen UI composition	skyjake	2013-11-11 10:39	100
2304	Doomsday Engine	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2019-12-31 11:05	0
1639	Doomsday Engine	Feature	Closed	Normal	Optimize GridMap	danij	2017-02-06 14:15	30
1678	Doomsday Engine	Feature	Rejected	Normal	Optimize stereoscopic pixel formats		2019-11-29 19:23	0
2205	Doomsday Engine	Feature	Closed	Normal	Optimize ZIP, WAD, and data file access by caching metadata	skyjake	2017-02-25 18:04	100
1206	Doomsday Engine	Feature	Closed	Normal	Option to mirror HUD model	skyjake	2012-08-28 06:44	100
1695	Doomsday Engine	Feature	Closed	Normal	Option to prevent LAN server discovery	skyjake	2014-01-01 12:20	100
1205	Doomsday Engine	Feature	Closed	Normal	Option: -nomidi		2012-08-28 18:06	100
1188	Doomsday Engine	Feature	Closed	Normal	Particle Generator - More funtionality		2012-08-27 15:37	100
1234	Doomsday Engine	Feature	Closed	Normal	Particle Grass		2012-08-27 15:37	100
1272	Doomsday Engine	Feature	Closed	Normal	Particle Stage Sounds	skyjake	2012-08-28 06:44	100
1227	Doomsday Engine	Feature	Closed	Normal	Per pixel lighting		2012-08-27 15:37	100
2405	Doomsday Engine	Feature	Closed	Normal	Per-model FOV for rendering psprite models	skyjake	2020-12-08 08:27	100
1745	Doomsday Engine	Feature	Progressed	Normal	Performance optimization		2019-11-29 21:36	40

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
14	Doomsday Engine	Bug	Closed	Normal	Plasma rifle firing animation frames stuck	skyjake	2012-08-27 15:21	100
22	Doomsday Engine	Bug	Closed	Normal	Player clmobj stops animating	skyjake	2012-08-27 15:21	100
1235	Doomsday Engine	Feature	Closed	Normal	Plugin weapons, etc....		2012-08-27 15:37	100
1759	Doomsday Engine	Feature	Rejected	Normal	Plugins 2.0		2019-11-29 20:17	0
1138	Doomsday Engine	Feature	Closed	Normal	Port it to Linux :-)	skyjake	2012-08-28 06:44	100
1254	Doomsday Engine	Feature	Rejected	Normal	Portal based rendering		2016-08-09 10:49	0
2089	Doomsday Engine	Bug	Closed	Normal	Potential memory access violations	skyjake	2015-06-13 18:42	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
54	Doomsday Engine	Bug	Closed	Normal	PWAD savegame crash	skyjake	2012-08-27 15:21	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
1975	Doomsday Engine	Feature	Closed	Normal	Quitting a game returns back to Home screen	skyjake	2016-04-26 09:57	100
75	Doomsday Engine	Bug	Closed	Normal	Random Crashes with Ultimate Doom	skyjake	2012-08-27 15:21	100
1168	Doomsday Engine	Feature	New	Normal	Real decals: bulletholes, blastmarks, etc.		2017-04-03 19:35	0
2351	Doomsday Engine	Feature	Closed	Normal	Recognize Freedoom 0.12.1 IWADs	skyjake	2019-11-15 21:48	100
1662	Doomsday Engine	Feature	Closed	Normal	Refactor camera lens effects	skyjake	2013-11-14 11:15	100
2404	Doomsday Engine	Bug	New	Normal	REKKR compatibility issues	skyjake	2020-01-22 06:33	0
95	Doomsday Engine	Bug	Closed	Normal	Relative md2 skin paths no longer work	skyjake	2012-08-27 15:21	100
2020	Doomsday Engine	Feature	Closed	Normal	Remove Snowberry from distribution packages	skyjake	2017-02-25 18:06	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
1627	Doomsday Engine	Feature	Closed	Normal	Render game view to a texture	skyjake	2015-01-13 19:41	100
1624	Doomsday Engine	Feature	Rejected	Normal	Render particles to textures		2019-11-29 16:37	10
1663	Doomsday Engine	Feature	New	Normal	Replace game-side color filter / special effect with LensFx		2017-04-03 18:59	0
1976	Doomsday Engine	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2019-11-29 21:56	0
1607	Doomsday Engine	Feature	New	Normal	Reset settings to defaults		2019-11-29 21:33	40
2345	Doomsday Engine	Feature	Closed	Normal	Revise distribution scripts, move to separate repository	skyjake	2019-11-30 08:25	100
1159	Doomsday Engine	Feature	Closed	Normal	Screen Tilting		2012-08-27 15:37	100
136	Doomsday Engine	Bug	Closed	Normal	Screenshot File Name Selection	skyjake	2012-08-27 15:22	100
2316	Doomsday Engine	Feature	Closed	Normal	Scriptable custom state action functions	skyjake	2019-12-17 11:17	100
1970	Doomsday Engine	Feature	New	Normal	Scriptable map entry/exit, cycling		2019-11-29 21:13	0
1197	Doomsday Engine	Feature	Rejected	Normal	Scriptable UI	skyjake	2019-11-29 16:02	10
17	Doomsday Engine	Bug	Closed	Normal	Scripted messages not shown on clientside	skyjake	2012-08-27 15:21	100
2130	Doomsday Engine	Bug	Closed	Normal	Segfault during ambient occlusion drawing (Hexen map02)	danij	2017-02-25 12:02	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
917	Doomsday Engine	Bug	Closed	Normal	SegFault on loading WAD		2012-08-27 15:35	100
2101	Doomsday Engine	Feature	Closed	Normal	Select audio plugin using Audio Settings dialog	skyjake	2016-11-20 20:14	100
134	Doomsday Engine	Bug	Closed	Normal	Selection of Visible Map Objects	skyjake	2012-08-27 15:22	100
1616	Doomsday Engine	Feature	New	Normal	Selector for sprites		2019-11-29 18:35	0
1573	Doomsday Engine	Feature	New	Normal	Setting for number of samples used for antialiasing		2019-11-29 21:31	0
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
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
1615	Doomsday Engine	Feature	Progressed	Normal	Sloped planes	skyjake	2018-10-27 15:10	20
1172	Doomsday Engine	Feature	Closed	Normal	Slower player movement (cvar)	skyjake	2012-08-27 15:37	100
1156	Doomsday Engine	Feature	Closed	Normal	Smart Filtering (sprites, other graphics)	skyjake	2012-08-28 06:44	100
619	Doomsday Engine	Bug	Closed	Normal	Snowberry: Misaligned text in lists	skyjake	2012-08-27 15:32	100
1158	Doomsday Engine	Feature	Closed	Normal	Soft Sector Lighting		2012-08-27 15:37	100
2226	Doomsday Engine	Feature	Closed	Normal	Sorting game profiles in Home	skyjake	2018-11-05 19:15	100
1170	Doomsday Engine	Feature	Closed	Normal	Sound flag to prevent stopping	skyjake	2012-08-28 06:44	100
1258	Doomsday Engine	Feature	Closed	Normal	sounds, patches in pwads should override external files	skyjake	2012-08-28 06:44	100
1280	Doomsday Engine	Feature	Closed	Normal	Stages for decorations	danij	2015-03-07 09:34	100
1215	Doomsday Engine	Feature	Closed	Normal	State action console commands	skyjake	2012-08-28 06:44	100
1646	Doomsday Engine	Feature	New	Normal	Stereo 3D enhancements		2019-11-29 19:22	0
2383	Doomsday Engine	Feature	New	Normal	Stereo rendering convergence setting	Deng Team	2019-12-27 14:41	0
1151	Doomsday Engine	Feature	Rejected	Normal	Strife support		2019-11-29 15:58	0
1823	Doomsday Engine	Feature	Closed	Normal	Subclassing in Doomsday Script	skyjake	2014-06-16 09:01	100
1140	Doomsday Engine	Feature	Closed	Normal	Support for DirectMusic (Creative PCI-64)		2012-08-27 15:37	100
1255	Doomsday Engine	Feature	Closed	Normal	Support for DirectX Texture Compression	skyjake	2012-08-28 06:44	100
1640	Doomsday Engine	Feature	Progressed	Normal	Support for id Tech 1 audio/graphic resource hacks		2019-11-29 23:06	0
1636	Doomsday Engine	Feature	Closed	Normal	Support for Oculus Rift	skyjake	2013-12-23 12:24	100
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
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
2295	Doomsday Engine	Feature	New	Normal	Support XBOX version of Doom		2018-11-18 07:45	0
1628	Doomsday Engine	Feature	New	Normal	Surface meshes		2017-04-03 18:58	0
1637	Doomsday Engine	Feature	Closed	Normal	Switch to Qt 5	skyjake	2014-07-17 18:13	100
1225	Doomsday Engine	Feature	Closed	Normal	Tenebrae style blood	skyjake	2012-08-28 06:44	100

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1932	Doomsday Engine	Feature	Closed	Normal	Texture compression should be disabled by default	skyjake	2014-12-26 10:57	100
61	Doomsday Engine	Bug	Closed	Normal	The golden doors on the Seven Portals are buggy.		2012-08-27 15:21	100
1141	Doomsday Engine	Feature	Closed	Normal	Third-person view		2019-11-29 15:58	0
1182	Doomsday Engine	Feature	Closed	Normal	Titlescreen demo sequences using InFine	skyjake	2012-08-28 06:44	100
2348	Doomsday Engine	Bug	Closed	Normal	Translucent 3D model blending issue versus sprites	skyjake	2019-11-30 08:25	100
1196	Doomsday Engine	Feature	Closed	Normal	Transparent for teleporteffect		2012-08-27 15:37	100
1920	Doomsday Engine	Feature	New	Normal	Tree navigator widget (libappfw)	skyjake	2017-02-08 12:06	0
1241	Doomsday Engine	Feature	Closed	Normal	Truly Destructable walls		2012-08-27 15:37	100
1770	Doomsday Engine	Feature	Closed	Normal	Tutorial improvements	skyjake	2014-11-20 20:21	100
2297	Doomsday Engine	Bug	Closed	Normal	UI confused when window moved between screens that have different pixel density	skyjake	2018-12-06 12:14	100
1656	Doomsday Engine	Feature	Closed	Normal	UI for VR / Oculus Rift config	skyjake	2013-12-23 12:25	100
4	Doomsday Engine	Feature	In Progress	Normal	UI improvements	skyjake	2019-11-29 21:27	80
125	Doomsday Engine	Bug	Closed	Normal	Ultimate Doom Crashes	skyjake	2012-08-27 15:21	100
1859	Doomsday Engine	Feature	Rejected	Normal	Unified console command prompt	skyjake	2017-04-03 18:50	0
2140	Doomsday Engine	Bug	Closed	Normal	Unnecessary warning about MD2 model not having any skins	skyjake	2015-12-26 15:37	100
2298	Doomsday Engine	Feature	New	Normal	Upgrade Assimp to latest 4.x version	skyjake	2019-10-27 20:13	0
2361	Doomsday Engine	Feature	Closed	Normal	Upgrade profile PWADs (and certain other packages) to later version automatically	skyjake	2019-12-17 11:17	100
2247	Doomsday Engine	Feature	Closed	Normal	Upgrade to new FMOD Low Level Programmer API	skyjake	2018-11-18 08:05	100
1741	Doomsday Engine	Feature	Closed	Normal	Upgrade to SDL 2	skyjake	2014-10-20 15:14	100
1756	Doomsday Engine	Feature	Rejected	Normal	URIs for locating/identifying resources and assets		2018-10-27 14:56	0
1755	Doomsday Engine	Feature	Closed	Normal	Use FS2 for runtime files	Deng Team	2016-07-05 23:55	100
1907	Doomsday Engine	Feature	Closed	Normal	Use native file picker to set "music-soundfont"	skyjake	2014-11-30 20:05	100
2188	Doomsday Engine	Feature	New	Normal	Use OpenVR SDK for virtual reality		2016-11-30 07:43	0
1793	Doomsday Engine	Feature	New	Normal	Use rich formatting in help strings	skyjake	2019-11-29 22:49	0
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
2347	Doomsday Engine	Feature	Closed	Normal	Use the same UI font on macOS as on other platforms	skyjake	2019-11-30 08:25	100
2403	Doomsday Engine	Feature	New	Normal	User-provided particle texture flipbook (atlas)	skyjake	2020-12-08 08:27	0
524	Doomsday Engine	Bug	Closed	Normal	utf8 problem		2012-08-27 15:31	100
85	Doomsday Engine	Bug	Closed	Normal	Virtual File Hierarchy (pk3) route folders bug	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
2071	Doomsday Engine	Bug	Closed	Normal	Vsync and FSAA settings behave incorrectly [1.15 RC1]		2016-03-27 09:01	80

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2315	Doomsday Engine	Bug	Closed	Normal	Warning about multiple "conhelp.txt" files	skyjake	2019-01-22 11:30	100
1700	Doomsday Engine	Feature	Closed	Normal	Warning/error alerts	skyjake	2014-04-07 08:42	100
64	Doomsday Engine	Bug	Closed	Normal	White gaps where walls meet on TNT2	skyjake	2012-08-27 15:21	100
289	Doomsday Engine	Bug	Closed	Normal	Win32: External Libraries Need Updating	danij	2012-08-27 15:25	100
1147	Doomsday Engine	Feature	Closed	Normal	Windows NT4?		2012-08-27 15:37	100
2191	Doomsday Engine	Feature	Closed	Normal	Write config files automatically (or periodically) at runtime	skyjake	2017-01-08 13:46	100
819	Doomsday Engine	Bug	Closed	Normal	Wrong dynamic light texture opacities (Intel GMA X3100)		2012-08-27 15:34	100
104	Doomsday Engine	Bug	Closed	Normal	XG: Scrolling Textures on Clientside	skyjake	2012-08-27 15:21	100
2046	Doomsday Engine	Bug	Closed	Normal	[BSP] Space partitioning results in superfluous line segments	danij	2015-05-12 23:04	100
1685	Doomsday Engine	Feature	Closed	Normal	[Doom] Inverted B&W palette for invulnerability	skyjake	2013-12-18 17:51	100
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
1096	Doomsday Engine	Bug	New	Normal	[Doom] Red shadows in status bar font		2017-04-03 14:43	0
2384	Doomsday Engine	Bug	Closed	Normal	[FluidSynth] Music volume setting has no effect	skyjake	2020-02-01 17:05	100
1807	Doomsday Engine	Bug	Closed	Normal	[FMOD] Crash when starting a song	skyjake	2014-05-19 19:39	100
2390	Doomsday Engine	Feature	New	Normal	[FMOD] Ogg Vorbis custom loop point tags	skyjake	2020-12-08 08:27	0
1082	Doomsday Engine	Bug	Closed	Normal	[Font] Rendering missing glyphs	skyjake	2013-07-17 04:44	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
2314	Doomsday Engine	Feature	Closed	Normal	[Heretic] Gameplay option for allowing powered-up staff to damage ghosts	skyjake	2019-01-22 11:28	100
1116	Doomsday Engine	Bug	Closed	Normal	[Heretic] Hellstaff rain with Tome of Power	skyjake	2013-07-09 11:38	100
2409	Doomsday Engine	Feature	Closed	Normal	[Heretic] Menu confirmation about Nightmare skill level	skyjake	2020-12-08 08:27	100
2410	Doomsday Engine	Bug	Closed	Normal	[Heretic] Phoenix Rod flame effect is too bright	skyjake	2020-12-08 08:27	100
2352	Doomsday Engine	Feature	Closed	Normal	[Heretic] Scripted touch action for special things	skyjake	2019-12-17 11:17	100
2349	Doomsday Engine	Feature	Closed	Normal	[Heretic] Various improvements and modding features	skyjake	2019-12-17 11:17	100
1115	Doomsday Engine	Bug	Closed	Normal	[Heretic] Wand firing with Tome of Power / autoaim	skyjake	2013-07-17 04:48	100
2088	Doomsday Engine	Bug	Closed	Normal	[Hexen] Crash when spawning a missile	skyjake	2015-06-13 20:45	100
997	Doomsday Engine	Bug	New	Normal	[Hexen] Player gets stuck in turning polyobjs		2019-11-29 22:58	0
2447	Doomsday Engine	Bug	Resolved	Normal	[Hexen] Sky texture is not tall enough	skyjake	2021-02-01 09:27	100
2357	Doomsday Engine	Bug	Closed	Normal	[Hexen] Warping while player is dead leads to inoperable player weapon	skyjake	2019-12-17 11:18	100
1779	Doomsday Engine	Feature	New	Normal	[Home] Show project news and dev blog		2019-11-29 20:27	0
10	Doomsday Engine	Bug	New	Normal	[InFine] Line spacing for text		2017-04-03 14:41	0
2402	Doomsday Engine	Bug	Closed	Normal	[macOS] Doomsday.app notarization failed	skyjake	2020-02-01 17:05	100
2243	Doomsday Engine	Bug	Closed	Normal	[macOS] Error about not finding Savegame Tool	skyjake	2017-04-08 10:05	90

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2372	Doomsday Engine	Bug	Closed	Normal	[macOS] Monospaced font text lines are clipped at line ends	skyjake	2020-02-01 17:05	100
2371	Doomsday Engine	Feature	Closed	Normal	[macOS] Update Qt framework to 5.12 LTS	skyjake	2019-12-17 11:17	100
1697	Doomsday Engine	Bug	Closed	Normal	[MP] Busy mode transition frame missing when joining	skyjake	2014-01-01 17:10	100
1972	Doomsday Engine	Bug	New	Normal	[MP] Fast-moving planes not always reach destination on client-side		2018-07-29 16:53	0
1576	Doomsday Engine	Feature	New	Normal	[MP] Option to retain weapons+ammo after death in co-op		2019-11-29 18:28	0
1213	Doomsday Engine	Feature	New	Normal	[MP] Respawn items in co-op and deathmatch		2018-07-29 16:46	0
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
1721	Doomsday Engine	Bug	Closed	Normal	[OS X] Incorrect font weights	skyjake	2014-01-26 13:17	100
1703	Doomsday Engine	Bug	Closed	Normal	[OS X] Shell uses the wrong UI font	skyjake	2014-01-03 20:11	100
1833	Doomsday Engine	Feature	Closed	Normal	[OS X] Support for HiDPI resolutions	skyjake	2014-07-08 11:02	100
2368	Doomsday Engine	Bug	Closed	Normal	[Render hack] Masked wall textures used for see-through walls/windows (e.g., TNT map02)	skyjake	2020-12-08 08:27	100
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
1120	Doomsday Engine	Bug	Closed	Normal	[Snowberry] Duplicating a profile causes errors	skyjake	2013-04-28 06:24	100
1097	Doomsday Engine	Bug	Closed	Normal	[Snowberry] Errors when running from a non-ASCII folder	skyjake	2017-04-03 14:43	0
1769	Doomsday Engine	Bug	Closed	Normal	[Snowberry] Obsolete log verbosity options	skyjake	2014-04-18 09:02	100
2095	Doomsday Engine	Bug	Closed	Normal	[Ubuntu] "doomsday-stable" package on Launchpad is pretty much empty	skyjake	2015-06-29 21:34	100
1851	Doomsday Engine	Feature	New	Normal	[UI] Dynamic release notes		2019-11-30 08:09	0
2360	Doomsday Engine	Bug	Closed	Normal	[UI] Savegames from Deathkings are not showing up in Home	skyjake	2019-12-17 11:18	100
2092	Doomsday Engine	Feature	Closed	Normal	[Unix] Add .desktop files for apps in the installation	skyjake	2017-02-25 12:02	100
2080	Doomsday Engine	Bug	Closed	Normal	[Updater] Crash when parsing the version number information	skyjake	2015-06-14 14:27	100
1937	Doomsday Engine	Bug	Closed	Normal	[Updater] JSON parsing error	skyjake	2015-01-07 06:50	100
1877	Doomsday Engine	Feature	New	Normal	[Updater] Use Sparkle for automatic updates (on OS X)	skyjake	2019-11-29 21:08	0
1654	Doomsday Engine	Feature	Closed	Normal	[VR] Displaying the 2D UI within a 3D view	skyjake	2013-11-14 09:25	100

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