

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 1880 | Doomsday Engine | Bug | New | High | Key repeat rate is dependent on the user's configuration at OS level | | 2017-04-03 14:10 | 0 |
| 1502 | Doomsday Engine | Feature | New | High | Load any supported image format from WAD lump | | 2016-03-27 08:06 | 0 |
| 1331 | Doomsday Engine | Feature | New | High | [InFine] Evaluate cvars with IF condition | | 2019-11-29 16:41 | 0 |
| 1289 | Doomsday Engine | Feature | New | High | Flat-triggered particle generators created/destroyed on material change | | 2019-11-29 16:23 | 0 |
| 1078 | Doomsday Engine | Bug | New | High | Patch texture composition logic errors | | 2019-11-29 23:06 | 0 |
| 908 | Doomsday Engine | Bug | New | High | Detail texture maximum distance ignored | | 2017-04-03 14:59 | 0 |
| 883 | Doomsday Engine | Bug | New | High | [Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull) | | 2019-11-29 23:06 | 0 |
| 2120 | Doomsday Engine | Bug | New | Normal | Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional) | | 2017-04-03 13:32 | 0 |
| 2041 | Doomsday Engine | Bug | New | Normal | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248} | | 2017-04-03 13:48 | 0 |
| 2007 | Doomsday Engine | Bug | New | Normal | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces | | 2018-10-27 15:53 | 0 |
| 1917 | Doomsday Engine | Feature | New | Normal | Copy alert text to Clipboard | | 2019-11-29 21:10 | 0 |
| 1869 | Doomsday Engine | Feature | New | Normal | Support 'shadowed' texture resources in animated textures | | 2017-04-03 18:40 | 0 |
| 1844 | Doomsday Engine | Feature | New | Normal | Support ZDoom's skill definitions in MAPINFO | | 2019-11-29 23:06 | 0 |
| 1815 | Doomsday Engine | Bug | New | Normal | Screen wipe still smoothed with Vanilla renderer profile (console transition) | | 2018-11-05 17:31 | 0 |
| 1554 | Doomsday Engine | Feature | New | Normal | [Hexen] Remove fixed MAX_TID_COUNT limit | | 2019-11-29 19:11 | 0 |
| 1512 | Doomsday Engine | Feature | New | Normal | List all impulses in context help for ccmd impulse | | 2019-11-29 20:27 | 0 |
| 1389 | Doomsday Engine | Feature | New | Normal | [InFine] Check if resource originates from an IWAD | | 2019-11-29 18:38 | 0 |
| 1379 | Doomsday Engine | Feature | New | Normal | XG refs: evaluate params at runtime | | 2017-04-03 18:48 | 0 |
| 1374 | Doomsday Engine | Feature | New | Normal | XG refs: logical NOT | | 2017-04-03 18:48 | 0 |
| 1362 | Doomsday Engine | Feature | New | Normal | Smoothing of dynlights & halos | skyjake | 2019-11-29 16:44 | 0 |
| 1357 | Doomsday Engine | Feature | New | Normal | [InFine] More blending modes (add/mul/inv etc) | | 2019-11-29 16:43 | 0 |
| 1350 | Doomsday Engine | Feature | New | Normal | Stair Builder: spread build on tagged sector range | | 2017-04-03 18:48 | 0 |
| 1335 | Doomsday Engine | Feature | New | Normal | Random particle types | | 2019-11-29 16:42 | 0 |
| 1327 | Doomsday Engine | Feature | New | Normal | Render extra plane in XG sector | | 2019-11-26 11:32 | 0 |
| 1323 | Doomsday Engine | Feature | New | Normal | Set skin on particle model from within particle generator | | 2016-08-09 10:56 | 0 |
| 1314 | Doomsday Engine | Feature | New | Normal | Particle spawn rate affected by mobj visibility | | 2019-11-29 16:38 | 0 |
| 1296 | Doomsday Engine | Feature | New | Normal | Light Stages for animated light sources | | 2019-11-29 16:24 | 0 |
| 1290 | Doomsday Engine | Feature | New | Normal | Session-only cvars | | 2019-11-26 15:33 | 0 |
| 1287 | Doomsday Engine | Feature | New | Normal | Particle generator flag: transform center offset along with the object | | 2016-08-09 10:54 | 0 |
| 1276 | Doomsday Engine | Feature | New | Normal | Attach dynamic lights on models | | 2016-08-09 10:50 | 0 |
| 1008 | Doomsday Engine | Bug | New | Normal | HUD weapon discrepancy (in release build?) | | 2017-04-03 19:00 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 882 | Doomsday Engine | Bug | New | Normal | Fullbright psprites and colored lighting | | 2017-04-03 14:59 | 0 |
| 552 | Doomsday Engine | Bug | New | Normal | Ambient occlusion on middle surfaces of 2-sided lines | | 2019-11-30 08:05 | 0 |
| 263 | Doomsday Engine | Bug | New | Normal | Particles rendered at wrong height | | 2017-04-03 15:08 | 0 |
| 1942 | Doomsday Engine | Bug | New | Low | About dialog contents clipping vs -fontsize | | 2017-04-03 14:03 | 0 |
| 1718 | Doomsday Engine | Bug | New | Low | Inventory item display/selection issues | | 2017-04-03 14:35 | 0 |
| 1513 | Doomsday Engine | Feature | New | Low | Examples with escaped quotes in context help for ccmd alias | skyjake | 2019-11-29 22:50 | 0 |
| 1511 | Doomsday Engine | Feature | New | Low | List all cheats in context help for ccmd cheat | | 2019-11-29 22:50 | 0 |
| 1368 | Doomsday Engine | Feature | New | Low | More Alt Start positions in Generators | | 2019-11-29 15:27 | 0 |
| 1364 | Doomsday Engine | Feature | New | Low | More options for pt_line type particles | | 2019-11-29 15:26 | 0 |
| 1305 | Doomsday Engine | Feature | New | Lowest | Particle generator flag: instantly kill generator | | 2019-11-29 15:26 | 0 |
| 778 | Doomsday Engine | Bug | Progressed | Urgent | Gamepad usability issues | | 2020-05-10 11:09 | 0 |
| 1996 | Doomsday Engine | Feature | Progressed | High | Engine-managed "map spot / point of interest" mechanism | | 2019-11-29 23:06 | 20 |
| 2015 | Doomsday Engine | Feature | Progressed | Normal | Remove server-side audio system | | 2019-11-29 23:06 | 50 |
| 1842 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom's episode and hub definitions in MAPINFO | | 2019-11-29 12:31 | 40 |
| 1840 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom-extended MAPINFO format | | 2019-11-29 23:06 | 47 |
| 1361 | Doomsday Engine | Feature | Progressed | Normal | Rotation of objects away from walls during map load | | 2019-11-29 16:34 | 20 |
| 1104 | Doomsday Engine | Bug | Progressed | Normal | Replacement flats VS texture animations | | 2017-04-03 14:43 | 0 |
| 1879 | Doomsday Engine | Bug | Closed | Urgent | [Windows] Doomsday randomly fails to start when/after loading shader definitions | vermil | 2016-05-13 13:52 | 50 |
| 1825 | Doomsday Engine | Bug | Closed | Urgent | [Hexen] Loading autosaved progress on a previously visited map loads an out of date save state | danij | 2014-06-18 20:18 | 100 |
| 889 | Doomsday Engine | Bug | Closed | Urgent | Fatal error attempting to play Deathkings | danij | 2012-08-27 15:35 | 100 |
| 618 | Doomsday Engine | Bug | Closed | Urgent | Snowberry: Hardcoded paths to user documents | | 2012-08-27 15:32 | 100 |
| 600 | Doomsday Engine | Bug | Closed | Urgent | Win32: No IWAD => startup hangs | skyjake | 2012-08-27 15:31 | 100 |
| 569 | Doomsday Engine | Bug | Closed | Urgent | Controls non-functional in multiplayer for clients | skyjake | 2012-08-27 15:31 | 100 |
| 547 | Doomsday Engine | Bug | Closed | Urgent | Tiny flats thrashing the materials/texture systems | danij | 2012-08-27 15:31 | 100 |
| 333 | Doomsday Engine | Bug | Closed | Urgent | File load limit when using response files | skyjake | 2012-08-27 15:25 | 100 |
| 2049 | Doomsday Engine | Bug | Closed | High | Inadequate minimum OpenGL version detection/handling (Windows) | skyjake | 2015-05-13 22:50 | 100 |
| 2006 | Doomsday Engine | Bug | Closed | High | [MP] Automap and Inventory left open on player death | skyjake | 2015-05-09 18:54 | 100 |
| 1953 | Doomsday Engine | Bug | Closed | High | [Multiplayer] Enemy hitscan based attacks off target (co-op) | skyjake | 2015-01-31 16:27 | 100 |
| 1941 | Doomsday Engine | Bug | Closed | High | UI cursor illegible in stereoscopic 3D | skyjake | 2015-03-05 08:32 | 100 |
| 1922 | Doomsday Engine | Bug | Closed | High | Sky model z-buffering not enabled | skyjake | 2015-01-07 12:58 | 100 |
| 1910 | Doomsday Engine | Bug | Closed | High | [1420, Hexen] Record::operator [] Variable 'songLump' not found | danij | 2015-06-08 10:47 | 100 |
| 1871 | Doomsday Engine | Bug | Closed | High | Wrong model skin selected | danij | 2014-10-04 01:05 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 1837 | Doomsday Engine | Feature | Closed | High | Recognize id Tech 1 maps using heuristic analysis | daniij | 2014-07-17 16:04 | 100 |
| 1822 | Doomsday Engine | Bug | Closed | High | [XG] Line class "teleport" can't find teleport destination mobj | skyjake | 2019-12-17 11:17 | 100 |
| 1732 | Doomsday Engine | Feature | Closed | High | Libcommon savegame system | daniij | 2014-03-03 23:40 | 100 |
| 1719 | Doomsday Engine | Bug | Closed | High | Letterboxed/pillarboxed drawing of the game is broken | skyjake | 2014-04-24 12:04 | 100 |
| 954 | Doomsday Engine | Bug | Closed | High | Sectors with zero linedefs result in SIGSEGV after load | daniij | 2012-08-27 15:35 | 100 |
| 898 | Doomsday Engine | Bug | Closed | High | [DOOM] HUD ammo counters display incorrect values | | 2012-08-27 15:35 | 100 |
| 897 | Doomsday Engine | Bug | Closed | High | Shiny textures do not work | | 2012-08-27 15:35 | 100 |
| 871 | Doomsday Engine | Bug | Closed | High | Significant CPU cache misses with fakeradio enabled | daniij | 2012-08-27 15:35 | 100 |
| 827 | Doomsday Engine | Bug | Closed | High | [Win32] Fullscreen toggle access violation | skyjake | 2012-08-27 15:34 | 100 |
| 826 | Doomsday Engine | Bug | Closed | High | Frequent frame skipping at 60Hz | skyjake | 2012-08-27 15:34 | 100 |
| 824 | Doomsday Engine | Bug | Closed | High | Double press input events | skyjake | 2012-08-27 15:34 | 100 |
| 785 | Doomsday Engine | Bug | Closed | High | PK3 virtual file mapping directive for /data vs model files | daniij | 2012-08-27 15:34 | 100 |
| 598 | Doomsday Engine | Bug | Closed | High | External resource loader - File names with extensions | daniij | 2012-08-27 15:31 | 100 |
| 590 | Doomsday Engine | Bug | Closed | High | [Controls menu] Delete not possible if key-delete bound | skyjake | 2012-08-27 15:31 | 100 |
| 585 | Doomsday Engine | Bug | Closed | High | Access violation in dpdehread when playing pl2.zip | | 2012-08-27 15:31 | 100 |
| 582 | Doomsday Engine | Bug | Closed | High | P_InitPicAnims: bad cycle for X to Y | daniij | 2012-08-27 15:31 | 100 |
| 568 | Doomsday Engine | Bug | Closed | High | Broken MIDI playback | daniij | 2012-08-27 15:31 | 100 |
| 553 | Doomsday Engine | Feature | Closed | High | Performance of many scrolling surface materials | | 2019-11-29 16:10 | 0 |
| 541 | Doomsday Engine | Bug | Closed | High | Jittery view bobbing | skyjake | 2012-08-27 15:31 | 100 |
| 540 | Doomsday Engine | Bug | Closed | High | Alt+Tab disables mouse turning | daniij | 2012-08-27 15:31 | 100 |
| 317 | Doomsday Engine | Bug | Closed | High | PO_TranslateToStartSpot: Multiple polyobjs in a single ssec | daniij | 2013-07-15 16:39 | 100 |
| 316 | Doomsday Engine | Bug | Closed | High | Seg vio after savegame load when not in-game | daniij | 2012-08-27 15:25 | 100 |
| 315 | Doomsday Engine | Bug | Closed | High | Seg Violation with Shannara.wad | daniij | 2012-08-27 15:25 | 100 |
| 314 | Doomsday Engine | Bug | Closed | High | Seg Violation with ICARUS.WAD | daniij | 2012-08-27 15:25 | 100 |
| 276 | Doomsday Engine | Bug | Closed | High | Spawning in wrong area with STARSHIP.WAD | daniij | 2012-08-27 15:25 | 100 |
| 174 | Doomsday Engine | Bug | Closed | High | Particles sticking to sky walls | | 2012-08-28 06:59 | 100 |
| 2165 | Doomsday Engine | Bug | Closed | Normal | [2019] Automap visualization broken | skyjake | 2017-02-25 12:02 | 100 |
| 2102 | Doomsday Engine | Bug | Closed | Normal | [Windows] Updater does not launch installer (2.0) | skyjake | 2017-02-25 12:02 | 100 |
| 2016 | Doomsday Engine | Feature | Closed | Normal | "Portable app" package (app contained in a folder, with all user data included; e.g., for USB sticks) | | 2019-11-29 16:31 | 50 |
| 1892 | Doomsday Engine | Bug | Closed | Normal | Window incorrectly sized when display mode changes during startup (random) | daniij | 2015-06-08 10:47 | 100 |
| 1889 | Doomsday Engine | Bug | Closed | Normal | Resetting last-used/quick save slot on game change | daniij | 2014-10-27 16:46 | 100 |
| 1881 | Doomsday Engine | Bug | Closed | Normal | 350+ exceptions thrown during initial startup (prior to loading a game) | | 2017-04-03 14:09 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 1841 | Doomsday Engine | Feature | Closed | Normal | Update MAPINFO parser to ignore ZDoom specific extensions | daniij | 2014-07-17 16:59 | 100 |
| 1839 | Doomsday Engine | Feature | Closed | Normal | Reference maps by URI in networked games | daniij | 2014-07-21 15:49 | 100 |
| 1838 | Doomsday Engine | Feature | Closed | Normal | Enhance "warp" and -warp to support map specification by URI | daniij | 2014-07-17 16:08 | 100 |
| 1836 | Doomsday Engine | Feature | Closed | Normal | External map progression, episode and hub definitions | daniij | 2014-11-18 20:33 | 100 |
| 1835 | Doomsday Engine | Feature | Closed | Normal | Rebuild the game menu on engine reset | daniij | 2014-07-20 05:46 | 100 |
| 1824 | Doomsday Engine | Bug | Closed | Normal | Incorrect music for Doom2 TNT - MAP21 | daniij | 2014-06-18 20:11 | 100 |
| 1795 | Doomsday Engine | Bug | Closed | Normal | Dynamic map-hacks dependent on non-neighbor planes | daniij | 2014-05-06 23:48 | 100 |
| 1782 | Doomsday Engine | Feature | Closed | Normal | Optimize line side surface decoration updating following plane move | daniij | 2014-04-25 07:29 | 100 |
| 1742 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Lightning flash disables sector sky light coloring | daniij | 2014-08-30 07:44 | 100 |
| 1733 | Doomsday Engine | Bug | Closed | Normal | Player control binding issue (input modifier vs key state) | | 2017-04-03 14:34 | 0 |
| 1730 | Doomsday Engine | Bug | Closed | Normal | Failure to close taskbar dialogs/popups with click outside | skyjake | 2015-03-21 22:40 | 100 |
| 1717 | Doomsday Engine | Bug | Closed | Normal | [Windows] Obsolete support and update links in Add / Remove Programs | | 2017-04-03 14:37 | 100 |
| 1716 | Doomsday Engine | Bug | Closed | Normal | [Windows] Cannot resize console history widget if the edge meets the edge of the window | skyjake | 2014-02-04 19:36 | 100 |
| 1715 | Doomsday Engine | Bug | Closed | Normal | [Ring Zero UI] Game selection widget items clipped as they overflow (e.g., in 640x480) | skyjake | 2014-02-04 19:36 | 100 |
| 1417 | Doomsday Engine | Feature | Closed | Normal | Reserved characters in filenames and hires patches. | | 2013-04-03 16:01 | 100 |
| 1411 | Doomsday Engine | Feature | Closed | Normal | Customizable Automap pan speed when not using follow mode | daniij | 2012-08-28 06:44 | 100 |
| 1392 | Doomsday Engine | Feature | Closed | Normal | Read DEH files from PK3/ZIP | daniij | 2012-08-28 06:44 | 100 |
| 1391 | Doomsday Engine | Feature | Closed | Normal | Prompt user for location of additional addon folders | skyjake | 2013-04-03 16:01 | 100 |
| 1381 | Doomsday Engine | Feature | Closed | Normal | Ltc_plane_move set sector type to 0 if lpref_none in lp11/13 | daniij | 2012-08-27 15:38 | 100 |
| 1380 | Doomsday Engine | Feature | Closed | Normal | lpref_back_floor and lpref_back_ceiling | daniij | 2012-08-28 06:44 | 100 |
| 1375 | Doomsday Engine | Feature | Closed | Normal | XG THING anchors for reference purposes | daniij | 2012-08-28 06:44 | 100 |
| 1367 | Doomsday Engine | Feature | Closed | Normal | Ambient Light Level | | 2012-08-28 06:44 | 100 |
| 1366 | Doomsday Engine | Feature | Closed | Normal | Hires Patches & the fullscreen HUD | skyjake | 2012-08-28 06:44 | 100 |
| 1365 | Doomsday Engine | Feature | Closed | Normal | XG additions and improvements | daniij | 2012-08-28 06:44 | 100 |
| 1344 | Doomsday Engine | Feature | Closed | Normal | Removing compression on Lightmap textures | skyjake | 2012-08-28 06:44 | 100 |
| 1339 | Doomsday Engine | Feature | Closed | Normal | External images in an InFine script | skyjake | 2012-08-27 15:38 | 100 |
| 1334 | Doomsday Engine | Feature | Closed | Normal | Change line type on activation/deactivation | daniij | 2012-08-28 06:44 | 100 |
| 1333 | Doomsday Engine | Feature | Closed | Normal | Specific data component in line/plane/sector reference | | 2012-08-27 15:38 | 100 |
| 1332 | Doomsday Engine | Feature | Closed | Normal | Send commands to any running script + start/stop (1.8) | | 2012-08-28 06:44 | 100 |
| 1330 | Doomsday Engine | Feature | Closed | Normal | Prevention of loading default dde effect dedfs | skyjake | 2012-08-28 06:44 | 100 |
| 1329 | Doomsday Engine | Feature | Closed | Normal | Improved specularity with shiny skins | | 2016-08-09 10:59 | 0 |
| 1326 | Doomsday Engine | Feature | Closed | Normal | Communication between XG & InFine | | 2012-08-27 15:38 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|--|-----------|------------------|--------|
| 1318 | Doomsday Engine | Feature | Closed | Normal | Creating Bullet Holes | skyjake | 2012-08-27 15:38 | 100 |
| 1300 | Doomsday Engine | Feature | Closed | Normal | Differentiating variants of monster attacks | skyjake | 2019-11-29 16:25 | 100 |
| 1299 | Doomsday Engine | Feature | Closed | Normal | Lights attached to (sub)models | | 2013-10-21 08:00 | 0 |
| 1298 | Doomsday Engine | Feature | Closed | Normal | Particle Stage Types | | 2012-08-27 15:37 | 100 |
| 1297 | Doomsday Engine | Feature | Closed | Normal | Halo Customization + Halo Maps | danij | 2013-04-03 16:01 | 100 |
| 1292 | Doomsday Engine | Feature | Closed | Normal | Specify skin texture in Model def | skyjake | 2012-08-28 06:44 | 100 |
| 1284 | Doomsday Engine | Feature | Closed | Normal | Multiple particle generators per mobj state | skyjake | 2012-08-28 06:44 | 100 |
| 1283 | Doomsday Engine | Feature | Closed | Normal | Particle Generator Flag - Random Vector | skyjake | 2012-08-28 06:44 | 100 |
| 1277 | Doomsday Engine | Feature | Closed | Normal | Texture Definitions | danij | 2013-04-03 16:01 | 100 |
| 1275 | Doomsday Engine | Feature | Closed | Normal | Lightmap decorations on surfaces (emission mapping) | | 2019-11-29 16:22 | 0 |
| 1079 | Doomsday Engine | Bug | Closed | Normal | [Doom] 'idbehold' cheat missing the menu/prompt | danij | 2012-08-27 19:24 | 100 |
| 931 | Doomsday Engine | Bug | Closed | Normal | [Doom] Freeze completing TNT::MAP30 with jDUI | danij | 2012-08-27 15:35 | 100 |
| 891 | Doomsday Engine | Bug | Closed | Normal | [OpenAL] Wrong sounds played, incorrect 2D/3D pos | skyjake | 2013-07-15 16:47 | 100 |
| 885 | Doomsday Engine | Bug | Closed | Normal | GL state - wireframe vs sky vs fakeradio shadow edges | danij | 2012-08-27 15:35 | 100 |
| 881 | Doomsday Engine | Bug | Closed | Normal | Controls UI show/hide menu reassign bcontext mismatch | skyjake | 2012-08-27 15:35 | 100 |
| 880 | Doomsday Engine | Bug | Closed | Normal | Console log position after clear | danij | 2012-08-27 15:35 | 100 |
| 879 | Doomsday Engine | Bug | Closed | Normal | [Heretic] Chicken beak psprite yoffset incorrect | danij | 2012-08-27 15:35 | 100 |
| 821 | Doomsday Engine | Bug | Closed | Normal | [DEH] Flat backgrounds in InFine unchangeable | danij | 2012-08-30 07:32 | 100 |
| 799 | Doomsday Engine | Bug | Closed | Normal | [Hexen] Excessive Wind sounds | skyjake | 2012-08-27 19:14 | 100 |
| 788 | Doomsday Engine | Bug | Closed | Normal | Momentary pause during looped MIDI playback | Deng Team | 2014-01-06 06:11 | 100 |
| 749 | Doomsday Engine | Bug | Closed | Normal | [All games] In helpscreens "any key" no longer advances. | danij | 2012-08-27 15:34 | 100 |
| 679 | Doomsday Engine | Bug | Closed | Normal | [jDoom] Menu items disappear after engine reset | danij | 2012-08-27 15:33 | 100 |
| 648 | Doomsday Engine | Bug | Closed | Normal | jHeretic: P_MoveThingsOutOfWalls VS axis-parallel walls | danij | 2012-08-27 15:32 | 100 |
| 622 | Doomsday Engine | Bug | Closed | Normal | jHexen: Dark Crucible: Bridge motionless and dark on respawn | danij | 2012-08-27 15:32 | 100 |
| 607 | Doomsday Engine | Bug | Closed | Normal | Menu cursor position on entry to/exit from the color widget | danij | 2012-08-27 15:31 | 100 |
| 606 | Doomsday Engine | Bug | Closed | Normal | Shiny texture coordinate issues | | 2017-04-03 15:00 | 0 |
| 605 | Doomsday Engine | Bug | Closed | Normal | Fog vs Fakeradio plane shadow primitives | danij | 2012-08-27 15:31 | 100 |
| 604 | Doomsday Engine | Bug | Closed | Normal | Menu navigation using the WASD defaults for up/down | danij | 2012-08-27 15:31 | 100 |
| 602 | Doomsday Engine | Bug | Closed | Normal | Changed chainsaw behaviour | skyjake | 2012-08-27 15:31 | 100 |
| 597 | Doomsday Engine | Bug | Closed | Normal | [Mac] Missing error dialog | skyjake | 2012-08-27 15:31 | 100 |
| 583 | Doomsday Engine | Bug | Closed | Normal | Position of particles spawned using the spherical method | danij | 2012-08-27 15:31 | 100 |
| 575 | Doomsday Engine | Bug | Closed | Normal | "Upscale and Sharpen" vs texreset | danij | 2012-08-27 15:31 | 100 |
| 570 | Doomsday Engine | Bug | Closed | Normal | "Upscale and Sharpen" + "Smart Texture Filtering" on fonts | | 2012-08-27 15:31 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|-----|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 548 | Doomsday Engine | Bug | Closed | Normal | Jittery object Z position smoothing | daniij | 2012-08-27 15:31 | 100 |
| 539 | Doomsday Engine | Bug | Closed | Normal | Missing plane glow after material change | daniij | 2012-08-27 15:31 | 100 |
| 529 | Doomsday Engine | Bug | Closed | Normal | Segfault if thing pain chance > 0 but no pain state | daniij | 2012-08-27 15:31 | 100 |
| 503 | Doomsday Engine | Bug | Closed | Normal | Segfaults using line attacks in Vile Flesh mod | | 2012-08-27 15:30 | 100 |
| 451 | Doomsday Engine | Bug | Closed | Normal | 3D Model angle not set after "spawnmobj" | daniij | 2012-08-27 15:29 | 100 |
| 398 | Doomsday Engine | Bug | Closed | Normal | Broken invincibility ring effect in jHeretic. | daniij | 2012-08-27 15:27 | 100 |
| 366 | Doomsday Engine | Bug | Closed | Normal | SIGSEGV - Doom2 MAP12 with Rain generator. | daniij | 2012-08-27 15:27 | 100 |
| 364 | Doomsday Engine | Bug | Closed | Normal | SIGSEGV - Console "Reset" with Rain generator. | daniij | 2012-08-27 15:27 | 100 |
| 345 | Doomsday Engine | Bug | Closed | Normal | Crash with 3D models on Mac OSX | | 2012-08-27 15:26 | 100 |
| 332 | Doomsday Engine | Bug | Closed | Normal | Snowberry: Addon custom options not disabled in GUI | | 2012-08-27 15:25 | 100 |
| 331 | Doomsday Engine | Bug | Closed | Normal | Snowberry: Conflict wizard - resolving partial conflicts | | 2012-08-27 15:25 | 100 |
| 325 | Doomsday Engine | Bug | Closed | Normal | Snowberry: Problems with spaces in addon filenames | skyjake | 2012-08-27 15:25 | 100 |
| 301 | Doomsday Engine | Bug | Closed | Normal | Developer/Custom options field | skyjake | 2012-08-27 15:25 | 100 |
| 297 | Doomsday Engine | Bug | Closed | Normal | unexpected error occured, event addon-paths-changed | skyjake | 2012-08-27 15:25 | 100 |
| 272 | Doomsday Engine | Bug | Closed | Normal | wx_core.PyDeadObjectError: The C++ part of the MyStaticText | | 2012-08-27 15:24 | 100 |
| 267 | Doomsday Engine | Bug | Closed | Normal | Can't complete Doom2 MAP30 with game-corpse-time = 1 | daniij | 2012-08-27 15:24 | 100 |
| 265 | Doomsday Engine | Bug | Closed | Normal | Respawn command-line flag (-respawn) is broken | daniij | 2012-08-27 15:24 | 100 |
| 264 | Doomsday Engine | Bug | Closed | Normal | Unknown opcode | skyjake | 2012-08-27 15:24 | 100 |
| 262 | Doomsday Engine | Bug | Closed | Normal | Light + Halo not centered to sprite correctly | daniij | 2012-08-27 15:24 | 100 |
| 253 | Doomsday Engine | Bug | Closed | Normal | Lock up when loading MAP28 of Eternal.wad | daniij | 2012-08-27 15:24 | 100 |
| 233 | Doomsday Engine | Bug | Closed | Normal | Addon options applied when addon not active | skyjake | 2012-08-27 15:24 | 100 |
| 217 | Doomsday Engine | Bug | Closed | Normal | Default server password | skyjake | 2012-08-27 15:23 | 100 |
| 216 | Doomsday Engine | Bug | Closed | Normal | Wrong model rendered (Model Selector/DED reader) | daniij | 2015-03-11 23:45 | 0 |
| 214 | Doomsday Engine | Bug | Closed | Normal | Models not rendered if the sector they are in isn't visible | daniij | 2012-08-27 15:23 | 100 |
| 212 | Doomsday Engine | Bug | Closed | Normal | [Hexen MP] "setclass" cmd should be a cheat | skyjake | 2012-08-27 15:23 | 100 |
| 206 | Doomsday Engine | Bug | Closed | Normal | WIN32 - Alt+Tab Triggering | daniij | 2012-08-27 15:23 | 100 |
| 204 | Doomsday Engine | Bug | Closed | Normal | Restore desktop after crash | skyjake | 2012-08-27 15:23 | 100 |
| 199 | Doomsday Engine | Bug | Closed | Normal | Built in glBSP doesn't support dummy sector tricks | daniij | 2012-08-27 15:23 | 100 |
| 198 | Doomsday Engine | Bug | Closed | Normal | Tex Alpha ignored when model rendered using subtract blend | skyjake | 2012-08-27 15:23 | 100 |
| 172 | Doomsday Engine | Bug | Closed | Normal | State > Execute Function | skyjake | 2012-08-27 15:22 | 100 |
| 166 | Doomsday Engine | Bug | Closed | Normal | Icon Of Sin - Explosion Particles are spawned on floor | | 2012-08-27 15:22 | 100 |
| 163 | Doomsday Engine | Bug | Closed | Normal | HUD weapons not lit by glowing sectors | daniij | 2012-08-27 15:22 | 100 |
| 162 | Doomsday Engine | Bug | Closed | Normal | SelSkin doesn't work when Dim flag set | | 2012-08-27 15:22 | 100 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|--|----------|------------------|--------|
| 158 | Doomsday Engine | Bug | Closed | Normal | Uping the generator limit/culling distant generators first | skyjake | 2012-08-27 15:22 | 100 |
| 135 | Doomsday Engine | Bug | Closed | Normal | Halos associated to mobj's outside the game world | skyjake | 2012-08-27 15:22 | 100 |
| 2040 | Doomsday Engine | Bug | Closed | Low | Auto-completion popup widget width changes when scrolling | skyjake | 2017-02-27 06:22 | 100 |
| 1943 | Doomsday Engine | Feature | Closed | Low | [Windows] Menu key should show task bar (now produces developer alerts when pressed) | skyjake | 2015-02-06 11:50 | 100 |
| 1875 | Doomsday Engine | Bug | Closed | Low | [XG] Colored sector lighting does not affect the transition frame | skyjake | 2019-12-17 11:17 | 100 |
| 1872 | Doomsday Engine | Bug | Closed | Low | Copyright year of Windows binaries incorrect | skyjake | 2018-11-05 19:15 | 100 |
| 1831 | Doomsday Engine | Bug | Closed | Low | Closing Updater Settings dialog leads to checking for updates | skyjake | 2015-02-06 12:48 | 100 |
| 1664 | Doomsday Engine | Bug | Closed | Low | Modal UI dialogs "flash" to indicate required input when pressing the shift key | skyjake | 2013-11-15 11:07 | 100 |
| 977 | Doomsday Engine | Bug | Closed | Low | [FMOD] Build 350 ignores var sound-reverb-volume | skyjake | 2012-08-27 15:35 | 100 |
| 953 | Doomsday Engine | Bug | Closed | Low | Halos on mobs in the void visible from within the map | danij | 2012-08-30 07:32 | 100 |
| 868 | Doomsday Engine | Bug | Closed | Low | Console min height after resolution change | danij | 2012-08-27 15:35 | 100 |
| 592 | Doomsday Engine | Bug | Closed | Low | Reset look angle/dir when closing the control panel | skyjake | 2012-08-27 15:31 | 100 |
| 586 | Doomsday Engine | Bug | Closed | Low | Automap crash in jHeretic/jHexen (if missing AUTOPAGE) | danij | 2012-08-27 15:31 | 100 |
| 579 | Doomsday Engine | Bug | Closed | Low | [OpenAL] No sound after startup (sometimes) | | 2012-08-27 15:31 | 100 |
| 274 | Doomsday Engine | Bug | Closed | Low | Empty ZIP/PK3 archives crash Doomsday on startup | | 2012-08-27 15:24 | 100 |
| 273 | Doomsday Engine | Bug | Closed | Low | Whitespace in addon meta data | skyjake | 2012-08-27 15:24 | 100 |
| 255 | Doomsday Engine | Bug | Closed | Low | Still receiving damage after a telport | danij | 2012-08-27 15:24 | 100 |
| 254 | Doomsday Engine | Bug | Closed | Low | Pegged Mid textures on moving planes | danij | 2012-08-27 15:24 | 100 |
| 215 | Doomsday Engine | Bug | Closed | Low | Player Melee attacks are infinitely tall | danij | 2012-08-27 15:23 | 100 |
| 208 | Doomsday Engine | Bug | Closed | Low | Shiny texture mapping on models with shiny reaction < 1 | | 2013-10-22 18:07 | 0 |
| 205 | Doomsday Engine | Bug | Closed | Low | Animated Textures flicker after console RESET | danij | 2012-08-27 15:23 | 100 |
| 2103 | Doomsday Engine | Bug | Closed | Lowest | [Windows] Doomsday reacts to Qt key 16777250 (Windows key) | skyjake | 2017-02-25 12:02 | 100 |
| 723 | Doomsday Engine | Bug | Closed | Lowest | "rend-info-tris" broken | skyjake | 2013-11-14 11:08 | 0 |
| 505 | Doomsday Engine | Bug | Rejected | Urgent | Win32 crash. Disable texture compression to fix | | 2012-08-27 18:14 | 0 |
| 1731 | Doomsday Engine | Bug | Rejected | Normal | Click to focus window also closes top-most taskbar dialog/popup (Windows only?) | skyjake | 2014-04-22 19:45 | 0 |
| 1404 | Doomsday Engine | Feature | Rejected | Normal | Stopping time, while allowing camera movement | | 2019-11-29 18:26 | 0 |
| 1387 | Doomsday Engine | Feature | Rejected | Normal | Use GL_POINT_SPRITE_ARB for tex particle rendering | | 2015-03-07 09:23 | 0 |
| 1378 | Doomsday Engine | Feature | Rejected | Normal | DED ver 6 syntax for XG Definitions | | 2013-10-21 20:36 | 0 |
| 1370 | Doomsday Engine | Feature | Rejected | Normal | Halos with fading trails (to go with the slowed occlusion) | skyjake | 2019-11-29 16:44 | 0 |
| 1351 | Doomsday Engine | Feature | Rejected | Normal | Dynamic Light polys rotated to match THING/Wall angle | | 2018-10-27 15:11 | 0 |
| 1322 | Doomsday Engine | Feature | Rejected | Normal | Setting submodel scale independently | | 2016-08-09 10:43 | 0 |
| 1319 | Doomsday Engine | Feature | Rejected | Normal | Different models for LOD | | 2019-11-29 16:39 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 1313 | Doomsday Engine | Feature | Rejected | Normal | Submodel rotation angles | | 2016-08-09 10:57 | 0 |
| 890 | Doomsday Engine | Bug | Rejected | Normal | [Windows] Crash caused by SDL_mixer | | 2019-11-29 15:53 | 0 |
| 601 | Doomsday Engine | Bug | Rejected | Normal | [Doom] jDRP + Intel Graphics chipset = Instant shutdown | | 2012-08-28 07:00 | 0 |
| 1944 | Doomsday Engine | Feature | Rejected | Low | Master audio volume slider | | 2019-11-29 15:52 | 0 |
| 1874 | Doomsday Engine | Feature | Rejected | Low | Defer creation of savegame folders until needed | | 2019-11-29 15:52 | 0 |
| 1583 | Doomsday Engine | Feature | Rejected | Low | [InFine] Disable texture compression for ximages | | 2019-11-29 15:48 | 0 |
| 1285 | Doomsday Engine | Feature | Rejected | Low | Spawn particle generator from generator stage | | 2019-11-29 15:29 | 0 |