Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2165	Doomsday Engine	Bug	Closed	Normal	[2019] Automap visualization broken	skyjake	2017-02-25 12:02	100
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
2103	Doomsday Engine	Bug	Closed	Lowest	[Windows] Doomsday reacts to Qt key 16777250 (Windows key)	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
2049	Doomsday Engine	Bug	Closed	High	Inadequate minimum OpenGL version detection/handling (Windows)	skyjake	2015-05-13 22:50	100
2041	Doomsday Engine	Bug	New	Normal	Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}		2017-04-03 13:48	0
2040	Doomsday Engine	Bug	Closed	Low	Auto-completion popup widget width changes when scrolling	skyjake	2017-02-27 06:22	100
2007	Doomsday Engine	Bug	New	Normal	[Hexen] Mana given when collecting already-owned, fourth-weapon pieces		2018-10-27 15:53	0
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
1942	Doomsday Engine	Bug	New	Low	About dialog contents clipping vs -fontsize		2017-04-03 14:03	0
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
1892	Doomsday Engine	Bug	Closed	Normal	Window incorrectly sized when display mode changes during startup (random)	danij	2015-06-08 10:47	100
1889	Doomsday Engine	Bug	Closed	Normal	Resetting last-used/quick save slot on game change	danij	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
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
1879	Doomsday Engine	Bug	Closed	Urgent	[Windows] Doomsday randomly fails to start when/after loading shader definitions	vermil	2016-05-13 13:52	50
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
1871	Doomsday Engine	Bug	Closed	High	Wrong model skin selected	danij	2014-10-04 01:05	100
1831	Doomsday Engine	Bug	Closed	Low	Closing Updater Settings dialog leads to checking for updates	skyjake	2015-02-06 12:48	100
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
1824	Doomsday Engine	Bug	Closed	Normal	Incorrect music for Doom2 TNT - MAP21	danij	2014-06-18 20:11	100
1822	Doomsday Engine	Bug	Closed	High	[XG] Line class "teleport" can't find teleport destination mobj	skyjake	2019-12-17 11:17	100
1815	Doomsday Engine	Bug	New	Normal	Screen wipe still smoothed with Vanilla renderer profile (console transition)		2018-11-05 17:31	0
1795	Doomsday Engine	Bug	Closed	Normal	Dynamic map-hacks dependent on non-neighbor planes	danij	2014-05-06 23:48	100
1742	Doomsday Engine	Bug	Closed	Normal	[Hexen] Lightning flash disables sector sky light coloring	danij	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

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
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
1730	Doomsday Engine	Bug	Closed	Normal	Failure to close taskbar dialogs/popups with click outside	skyjake	2015-03-21 22:40	100
1719	Doomsday Engine	Bug	Closed	High	Letterboxed/pillarboxed drawing of the game is broken	skyjake	2014-04-24 12:04	100
1718	Doomsday Engine	Bug	New	Low	Inventory item display/selection issues		2017-04-03 14:35	0
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
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
1104	Doomsday Engine	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
1079	Doomsday Engine	Bug	Closed	Normal	[Doom] 'idbehold' cheat missing the menu/prompt	danij	2012-08-27 19:24	100
1078	Doomsday Engine	Bug	New	High	Patch texture composition logic errors		2019-11-29 23:06	0
1008	Doomsday Engine	Bug	New	Normal	HUD weapon discrepancy (in release build?)		2017-04-03 19:00	0
977	Doomsday Engine	Bug	Closed	Low	[FMOD] Build 350 ignores var sound-reverb-volume	skyjake	2012-08-27 15:35	100
954	Doomsday Engine	Bug	Closed	High	Sectors with zero linedefs result in SIGSEGV after load	danij	2012-08-27 15:35	100
953	Doomsday Engine	Bug	Closed	Low	Halos on mobjs in the void visible from within the map	danij	2012-08-30 07:32	100
931	Doomsday Engine	Bug	Closed	Normal	[Doom] Freeze completing TNT::MAP30 with jDUI	danij	2012-08-27 15:35	100
908	Doomsday Engine	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
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
891	Doomsday Engine	Bug	Closed	Normal	[OpenAL] Wrong sounds played, incorrect 2D/3D pos	skyjake	2013-07-15 16:47	100
890	Doomsday Engine	Bug	Rejected	Normal	[Windows] Crash caused by SDL_mixer		2019-11-29 15:53	0
889	Doomsday Engine	Bug	Closed	Urgent	Fatal error attempting to play Deathkings	danij	2012-08-27 15:35	100
885	Doomsday Engine	Bug	Closed	Normal	GL state - wireframe vs sky vs fakeradio shadow edges	danij	2012-08-27 15:35	100
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
882	Doomsday Engine	Bug	New	Normal	Fullbright psprites and colored lighting		2017-04-03 14:59	0
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
871	Doomsday Engine	Bug	Closed	High	Significant CPU cache misses with fakeradio enabled	danij	2012-08-27 15:35	100
868	Doomsday Engine	Bug	Closed	Low	Console min height after resolution change	danij	2012-08-27 15:35	100
827	Doomsday Engine	Bug	Closed	High	[Win32] Fullscreen toggle access violation	skyjake	2012-08-27 15:34	100

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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
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
785	Doomsday Engine	Bug	Closed	High	PK3 virtual file mapping directive for /data vs model files	danij	2012-08-27 15:34	100
778	Doomsday Engine	Bug	Progressed	Urgent	Gamepad usability issues		2020-05-10 11:09	0
749	Doomsday Engine	Bug	Closed	Normal	[All games] In helpscreens "any key" no longer advances.	danij	2012-08-27 15:34	100
723	Doomsday Engine	Bug	Closed	Lowest	"rend-info-tris" broken	skyjake	2013-11-14 11:08	0
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
618	Doomsday Engine	Bug	Closed	Urgent	Snowberry: Hardcoded paths to user documents		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
601	Doomsday Engine	Bug	Rejected	Normal	[Doom] jDRP + Intel Graphics chipset = Instant shutdown		2012-08-28 07:00	0
600	Doomsday Engine	Bug	Closed	Urgent	Win32: No IWAD => startup hangs	skyjake	2012-08-27 15:31	100
598	Doomsday Engine	Bug	Closed	High	External resource loader - File names with extensions	danij	2012-08-27 15:31	100
597	Doomsday Engine	Bug	Closed	Normal	[Mac] Missing error dialog	skyjake	2012-08-27 15:31	100
592	Doomsday Engine	Bug	Closed	Low	Reset look angle/dir when closing the control panel	skyjake	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
586	Doomsday Engine	Bug	Closed	Low	Automap crash in jHeretic/jHexen (if missing AUTOPAGE)	danij	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
583	Doomsday Engine	Bug	Closed	Normal	Position of particles spawned using the spherical method	danij	2012-08-27 15:31	100
582	Doomsday Engine	Bug	Closed	High	P_InitPicAnims: bad cycle for X to Y	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
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
569	Doomsday Engine	Bug	Closed	Urgent	Controls non-functional in multiplayer for clients	skyjake	2012-08-27 15:31	100
568	Doomsday Engine	Bug	Closed	High	Broken MIDI playback	danij	2012-08-27 15:31	100

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552	Doomsday Engine	Bug	New	Normal	Ambient occlusion on middle surfaces of 2-sided lines		2019-11-30 08:05	0
548	Doomsday Engine	Bug	Closed	Normal	Jittery object Z position smoothing	danij	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
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	danij	2012-08-27 15:31	100
539	Doomsday Engine	Bug	Closed	Normal	Missing plane glow after material change	danij	2012-08-27 15:31	100
529	Doomsday Engine	Bug	Closed	Normal	Segfault if thing pain chance > 0 but no pain state	danij	2012-08-27 15:31	100
505	Doomsday Engine	Bug	Rejected	Urgent	Win32 crash. Disable texture compression to fix		2012-08-27 18:14	0
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"	danij	2012-08-27 15:29	100
398	Doomsday Engine	Bug	Closed	Normal	Broken invincibility ring effect in jHeretic.	danij	2012-08-27 15:27	100
366	Doomsday Engine	Bug	Closed	Normal	SIGSEGV - Doom2 MAP12 with Rain generator.	danij	2012-08-27 15:27	100
364	Doomsday Engine	Bug	Closed	Normal	SIGSEGV - Console "Reset" with Rain generator.	danij	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
333	Doomsday Engine	Bug	Closed	Urgent	File load limit when using response files	skyjake	2012-08-27 15:25	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
317	Doomsday Engine	Bug	Closed	High	PO_TranslateToStartSpot: Multiple polyobjs in a single ssec	danij	2013-07-15 16:39	100
316	Doomsday Engine	Bug	Closed	High	Seg vio after savegame load when not in-game	danij	2012-08-27 15:25	100
315	Doomsday Engine	Bug	Closed	High	Seg Violation with Shannara.wad	danij	2012-08-27 15:25	100
314	Doomsday Engine	Bug	Closed	High	Seg Violation with ICARUS.WAD	danij	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
276	Doomsday Engine	Bug	Closed	High	Spawning in wrong area with STARSHIP.WAD	danij	2012-08-27 15:25	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
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	danij	2012-08-27 15:24	100
265	Doomsday Engine	Bug	Closed	Normal	Respawn command-line flag (-respawn) is broken	danij	2012-08-27 15:24	100
264	Doomsday Engine	Bug	Closed	Normal	Unknown opcode	skyjake	2012-08-27 15:24	100
263	Doomsday Engine	Bug	New	Normal	Particles rendered at wrong height		2017-04-03 15:08	0
262	Doomsday Engine	Bug	Closed	Normal	Light + Halo not centered to sprite correctly	danij	2012-08-27 15:24	100

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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
253	Doomsday Engine	Bug	Closed	Normal	Lock up when loading MAP28 of Eternal.wad	danij	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)	danij	2015-03-11 23:45	0
215	Doomsday Engine	Bug	Closed	Low	Player Melee attacks are infinetly tall	danij	2012-08-27 15:23	100
214	Doomsday Engine	Bug	Closed	Normal	Models not rendered if the sector they are in isn't vissible	danij	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
208	Doomsday Engine	Bug	Closed	Low	Shiny texture mapping on models with shiny reaction < 1		2013-10-22 18:07	0
206	Doomsday Engine	Bug	Closed	Normal	WIN32 - Alt+Tab Triggering	danij	2012-08-27 15:23	100
205	Doomsday Engine	Bug	Closed	Low	Animated Textures flicker after console RESET	danij	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	danij	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
174	Doomsday Engine	Bug	Closed	High	Particles sticking to sky walls		2012-08-28 06:59	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	danij	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
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
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
2015	Doomsday Engine	Feature	Progressed	Normal	Remove server-side audio system		2019-11-29 23:06	50
1996	Doomsday Engine	Feature	Progressed	High	Engine-managed "map spot / point of interest" mechanism		2019-11-29 23:06	20
1944	Doomsday Engine	Feature	Rejected	Low	Master audio volume slider		2019-11-29 15:52	0
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
1917	Doomsday Engine	Feature	New	Normal	Copy alert text to Clipboard		2019-11-29 21:10	0
1874	Doomsday Engine	Feature	Rejected	Low	Defer creation of savegame folders until needed		2019-11-29 15:52	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
1842	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom's episode and hub definitions in MAPINFO		2019-11-29 12:31	40

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1841	Doomsday Engine	Feature	Closed	Normal	Update MAPINFO parser to ignore ZDoom specific extensions	danij	2014-07-17 16:59	100
1840	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format		2019-11-29 23:06	47
1839	Doomsday Engine	Feature	Closed	Normal	Reference maps by URI in networked games	danij	2014-07-21 15:49	100
1838	Doomsday Engine	Feature	Closed	Normal	Enhance "warp" and -warp to support map specification by URI	danij	2014-07-17 16:08	100
1837	Doomsday Engine	Feature	Closed	High	Recognize id Tech 1 maps using heuristic analysis	danij	2014-07-17 16:04	100
1836	Doomsday Engine	Feature	Closed	Normal	External map progression, episode and hub definitions	danij	2014-11-18 20:33	100
1835	Doomsday Engine	Feature	Closed	Normal	Rebuild the game menu on engine reset	danij	2014-07-20 05:46	100
1782	Doomsday Engine	Feature	Closed	Normal	Optimize line side surface decoration updating following plane move	danij	2014-04-25 07:29	100
1732	Doomsday Engine	Feature	Closed	High	Libcommon savegame system	danij	2014-03-03 23:40	100
1583	Doomsday Engine	Feature	Rejected	Low	[InFine] Disable texture compression for ximages		2019-11-29 15:48	0
1554	Doomsday Engine	Feature	New	Normal	[Hexen] Remove fixed MAX_TID_COUNT limit		2019-11-29 19:11	0
1513	Doomsday Engine	Feature	New	Low	Examples with escaped quotes in context help for ccmd alias	skyjake	2019-11-29 22:50	0
1512	Doomsday Engine	Feature	New	Normal	List all impulses in context help for ccmd impulse		2019-11-29 20:27	0
1511	Doomsday Engine	Feature	New	Low	List all cheats in context help for ccmd cheat		2019-11-29 22:50	0
1502	Doomsday Engine	Feature	New	High	Load any supported image format from WAD lump		2016-03-27 08:06	0
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	danij	2012-08-28 06:44	100
1404	Doomsday Engine	Feature	Rejected	Normal	Stopping time, while allowing camera movement		2019-11-29 18:26	0
1392	Doomsday Engine	Feature	Closed	Normal	Read DEH files from PK3/ZIP	danij	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
1389	Doomsday Engine	Feature	New	Normal	[InFine] Check if resource originates from an IWAD		2019-11-29 18:38	0
1387	Doomsday Engine	Feature	Rejected	Normal	Use GL_POINT_SPRITE_ARB for tex particle rendering		2015-03-07 09:23	0
1381	Doomsday Engine	Feature	Closed	Normal	Ltc_plane_move set sector type to 0 if lpref_none in lp11/13	danij	2012-08-27 15:38	100
1380	Doomsday Engine	Feature	Closed	Normal	lpref_back_floor and lpref_back_ceiling	danij	2012-08-28 06:44	100
1379	Doomsday Engine	Feature	New	Normal	XG refs: evaluate params at runtime		2017-04-03 18:48	0
1378	Doomsday Engine	Feature	Rejected	Normal	DED ver 6 syntax for XG Definitions		2013-10-21 20:36	0
1375	Doomsday Engine	Feature	Closed	Normal	XG THING anchors for reference purposes	danij	2012-08-28 06:44	100
1374	Doomsday Engine	Feature	New	Normal	XG refs: logical NOT		2017-04-03 18:48	0
1370	Doomsday Engine	Feature	Rejected	Normal	Halos with fading trails (to go with the slowed occlusion)	skyjake	2019-11-29 16:44	0
1368	Doomsday Engine	Feature	New	Low	More Alt Start positions in Generators		2019-11-29 15:27	0
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	danij	2012-08-28 06:44	100

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1364	Doomsday Engine	Feature	New	Low	More options for pt_line type particles		2019-11-29 15:26	0
1362	Doomsday Engine	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2019-11-29 16:44	0
1361	Doomsday Engine	Feature	Progressed	Normal	Rotation of objects away from walls during map load		2019-11-29 16:34	20
1357	Doomsday Engine	Feature	New	Normal	[InFine] More blending modes (add/mul/inv etc)		2019-11-29 16:43	0
1351	Doomsday Engine	Feature	Rejected	Normal	Dynamic Light polys rotated to match THING/Wall angle		2018-10-27 15:11	0
1350	Doomsday Engine	Feature	New	Normal	Stair Builder: spread build on tagged sector range		2017-04-03 18:48	0
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
1335	Doomsday Engine	Feature	New	Normal	Random particle types		2019-11-29 16:42	0
1334	Doomsday Engine	Feature	Closed	Normal	Change line type on activation/deactivation	danij	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
1331	Doomsday Engine	Feature	New	High	[InFine] Evaluate cvars with IF condition		2019-11-29 16:41	0
1330	Doomsday Engine	Feature	Closed	Normal	Prevention of loading default dde effect deds	skyjake	2012-08-28 06:44	100
1329	Doomsday Engine	Feature	Closed	Normal	Improved specularity with shiny skins		2016-08-09 10:59	0
1327	Doomsday Engine	Feature	New	Normal	Render extra plane in XG sector		2019-11-26 11:32	0
1326	Doomsday Engine	Feature	Closed	Normal	Communication between XG & InFine		2012-08-27 15:38	100
1323	Doomsday Engine	Feature	New	Normal	Set skin on particle model from within particle generator		2016-08-09 10:56	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
1318	Doomsday Engine	Feature	Closed	Normal	Creating Bullet Holes	skyjake	2012-08-27 15:38	100
1314	Doomsday Engine	Feature	New	Normal	Particle spawn rate affected by mobj visibility		2019-11-29 16:38	0
1313	Doomsday Engine	Feature	Rejected	Normal	Submodel rotation angles		2016-08-09 10:57	0
1305	Doomsday Engine	Feature	New	Lowest	Particle generator flag: instantly kill generator		2019-11-29 15:26	0
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
1296	Doomsday Engine	Feature	New	Normal	Light Stages for animated light sources		2019-11-29 16:24	0
1292	Doomsday Engine	Feature	Closed	Normal	Specify skin texture in Model def	skyjake	2012-08-28 06:44	100
1290	Doomsday Engine	Feature	New	Normal	Session-only cvars		2019-11-26 15:33	0
1289	Doomsday Engine	Feature	New	High	Flat-triggered particle generators created/destroyed on material change		2019-11-29 16:23	0
1287	Doomsday Engine	Feature	New	Normal	Particle generator flag: transform center offset along with the object		2016-08-09 10:54	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1285	Doomsday Engine	Feature	Rejected	Low	Spawn particle generator from generator stage		2019-11-29 15:29	0
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
1276	Doomsday Engine	Feature	New	Normal	Attach dynamic lights on models		2016-08-09 10:50	0
1275	Doomsday Engine	Feature	Closed	Normal	Lightmap decorations on surfaces (emission mapping)		2019-11-29 16:22	0
553	Doomsday Engine	Feature	Closed	High	Performance of many scrolling surface materials		2019-11-29 16:10	0