## Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2407 | Doomsday Engine | Feature | New | Normal | "follow / no follow" in the automap settings | Deng Team | 2020-01-28 01:23 | 0 |
| 963 | Doomsday Engine | Bug | New | Normal | "spawnmobj" baddies auto wake up in area the player has shot | | 2017-04-03 15:01 | 0 |
| 1531 | Doomsday Engine | Feature | New | Normal | "take" cmd to take away pickup powers | | 2019-11-29 19:01 | 30 |
| 2084 | Doomsday Engine | Bug | New | Low | "title" music (external source, ogg format) is played incorrectly (with noise at start) for heretic and hexen | | 2017-04-03 13:43 | 0 |
| 669 | Doomsday Engine | Bug | New | Low | 0 tic state issues | | 2017-04-03 14:57 | 0 |
| 1858 | Doomsday Engine | Bug | New | Low | 0 tic/time handling | | 2019-11-29 21:05 | 0 |
| 2458 | Doomsday Engine | Bug | New | Normal | 2.3.1 stable: changing audio backend while game is running hangs doomsday | skyjake | 2021-04-29 11:32 | 0 |
| 1388 | Doomsday Engine | Feature | New | High | 3D floors (Z-overlapped sectors) | | 2017-04-03 18:57 | 0 |
| 1587 | Doomsday Engine | Feature | New | Normal | 3D weapon behaviour | | 2017-04-03 15:02 | 0 |
| 2340 | Doomsday Engine | Feature | New | Normal | A new MP game mode: no respawn | | 2019-08-03 19:59 | 0 |
| 2325 | Doomsday Engine | Feature | New | High | A way to vote for a specific map | | 2019-11-29 22:29 | 0 |
| 1942 | Doomsday Engine | Bug | New | Low | About dialog contents clipping vs -fontsize | | 2017-04-03 14:03 | 0 |
| 438 | Doomsday Engine | Feature | New | Low | Accurately hit testing fast projectiles (compatibility option) | | 2019-11-29 15:24 | 0 |
| 2430 | Doomsday Engine | Feature | New | Normal | Add support for Bethesda.net official addon PWADs | Deng Team | 2020-09-17 14:28 | 0 |
| 1203 | Doomsday Engine | Feature | Progressed | High | Additional save slots — revised save management | skyjake | 2019-11-29 16:18 | 30 |
| 1979 | Doomsday Engine | Feature | Feedback | Normal | Additional sound formats | | 2019-11-29 21:15 | 0 |
| 2235 | Doomsday Engine | Bug | New | Normal | Afrits sometimes become invisible when frozen | skyjake | 2019-12-01 22:27 | 0 |
| 1981 | Doomsday Engine | Bug | New | Normal | Alerts can be opened in Busy mode, causing occasional visual artifacts | | 2017-04-03 13:59 | 0 |
| 1865 | Doomsday Engine | Feature | New | Normal | Align 3D model's head with the target's direction | | 2019-11-29 21:06 | 0 |
| 390 | Doomsday Engine | Feature | New | Low | Alignpitch/yaw flags for model particles | | 2019-11-29 23:09 | 0 |
| 1783 | Doomsday Engine | Bug | New | Normal | Ambient occlusion crosses sectors with different heights | | 2017-04-03 14:23 | 0 |
| 552 | Doomsday Engine | Bug | New | Normal | Ambient occlusion on middle surfaces of 2-sided lines | | 2019-11-30 08:05 | 0 |
| 1181 | Doomsday Engine | Feature | New | Normal | Ambient sounds (in XG sectors) | | 2017-04-03 18:48 | 0 |
| 2437 | Doomsday Engine | Bug | New | Normal | Application terminated due to exception: std::bad_alloc | Deng Team | 2020-12-06 17:29 | 0 |
| 1727 | Doomsday Engine | Feature | New | Normal | Apply colored sector lighting by sector via DED | | 2019-11-29 19:26 | 0 |
| 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 |
| 1539 | Doomsday Engine | Feature | Progressed | Normal | Armor, powerups (object status) controls 3D model representation | skyjake | 2019-12-15 15:28 | 70 |
| 1276 | Doomsday Engine | Feature | New | Normal | Attach dynamic lights on models | | 2016-08-09 10:50 | 0 |
| 1893 | Doomsday Engine | Bug | New | Low | Automap drawing difference to original games | | 2017-04-03 18:32 | 0 |
| 1658 | Doomsday Engine | Feature | New | High | Automatic port forwarding (UPnP/NAT-PMP/PCP) | skyjake | 2020-05-10 11:14 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1763 | Doomsday Engine | Feature | New | Normal | Autosaving | | 2019-11-29 20:19 | 0 |
| 921 | Doomsday Engine | Bug | Progressed | High | Blockmap-defined Linedef crossing order | | 2019-11-29 23:06 | 30 |
| 1768 | Doomsday Engine | Feature | Progressed | High | Boom compatibility | | 2019-11-29 23:29 | 20 |
| 1325 | Doomsday Engine | Feature | Progressed | High | Boom line types and sectors | | 2019-11-29 23:06 | 20 |
| 2155 | Doomsday Engine | Feature | New | Normal | BOOM support for sunlust.wad | | 2017-07-18 11:04 | 0 |
| 2064 | Doomsday Engine | Bug | New | Urgent | Bugs in HeXen Multiplayer | | 2018-07-29 16:53 | 0 |
| 2017 | Doomsday Engine | Bug | Progressed | Normal | Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding | skyjake | 2018-11-19 15:18 | 50 |
| 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 |
| 2468 | Doomsday Engine | Bug | New | Normal | build with openGL ES (-DDENG_OPENGL_API=GLES3) is broken | Deng Team | 2022-02-02 10:14 | 0 |
| 1749 | Doomsday Engine | Feature | New | High | Built-in effects should come in resource packs | skyjake | 2019-11-29 20:15 | 0 |
| 1412 | Doomsday Engine | Feature | New | Low | Camera effect: screen shaking | | 2019-11-29 19:21 | 0 |
| 2457 | Doomsday Engine | Bug | New | Normal | Can't change sound settings in Manjaro linux | Deng Team | 2021-04-27 16:26 | 0 |
| 2462 | Doomsday Engine | Bug | New | Normal | Cannot Load any Cranium or Dr Sleep Master Levels | Deng Team | 2021-08-07 06:15 | 0 |
| 287 | Doomsday Engine | Bug | Progressed | Low | Changes to BLOOD states ignored | | 2019-11-29 23:04 | 0 |
| 2434 | Doomsday Engine | Feature | New | Normal | CHEX3 v1.4 | Deng Team | 2020-12-07 19:02 | 0 |
| 1915 | Doomsday Engine | Bug | Feedback | Lowest | Click-to-focus also handled as UI click | Deng Team | 2017-04-03 14:05 | 0 |
| 1989 | Doomsday Engine | Bug | New | Urgent | Client assert fail (possible crash) if joining game during intermission | skyjake | 2018-07-29 16:53 | 0 |
| 1961 | Doomsday Engine | Bug | New | Normal | Client fatal error due to invalid data received from server | | 2018-07-29 16:53 | 0 |
| 2334 | Doomsday Engine | Bug | New | High | Client should load server's data files when connecting via command line | skyjake | 2019-12-01 22:34 | 0 |
| 1980 | Doomsday Engine | Bug | New | Low | Client should refuse to use the same userdir as another already running client | | 2019-12-01 21:52 | 0 |
| 2452 | Doomsday Engine | Bug | New | Normal | Clip code error | Deng Team | 2021-02-19 18:33 | 0 |
| 2041 | Doomsday Engine | Bug | New | Normal | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248} | | 2017-04-03 13:48 | 0 |
| 1447 | Doomsday Engine | Feature | New | Normal | Co-op player actions (giving, healing) | | 2019-11-29 19:19 | 0 |
| 1547 | Doomsday Engine | Feature | New | Low | Command for manipulating numeric controls | | 2019-11-29 19:09 | 0 |
| 1688 | Doomsday Engine | Feature | New | High | Command line options documented with Amethyst | | 2017-04-08 10:08 | 0 |
| 2354 | Doomsday Engine | Bug | In Progress | Normal | Compatibility with TNT: Revilution (MAP30) | skyjake | 2019-12-18 21:41 | 50 |
| 1648 | Doomsday Engine | Feature | Progressed | Urgent | Complete vanilla DOOM emulation | | 2019-12-31 11:10 | 0 |
| 2336 | Doomsday Engine | Feature | New | Normal | Comprehensive server info and metadata | | 2019-11-29 22:42 | 0 |
| 1264 | Doomsday Engine | Feature | New | Normal | Conditional decorations | | 2019-11-29 16:20 | 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 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1394 | Doomsday Engine | Feature | New | High | Consistent map scoping in definitions | | 2019-11-29 21:25 | 0 |
| 1633 | Doomsday Engine | Feature | New | High | Console commands and Doomsday Script | skyjake | 2019-11-29 20:24 | 0 |
| 1217 | Doomsday Engine | Feature | New | Normal | Controls for all supported games adjusted at the same time | | 2016-08-09 10:47 | 0 |
| 1917 | Doomsday Engine | Feature | New | Normal | Copy alert text to Clipboard | | 2019-11-29 21:10 | 0 |
| 2439 | Doomsday Engine | Feature | New | Normal | Copy/paste to/from clipboard in the command prompt | Deng Team | 2021-01-03 07:22 | 0 |
| 2466 | Doomsday Engine | Bug | New | Normal | Counters | Deng Team | 2021-10-23 18:38 | 0 |
| 2448 | Doomsday Engine | Bug | New | Urgent | crashes when configuring mods an wads folder an video an audio settings. | Deng Team | 2021-02-16 07:57 | 0 |
| 2471 | Doomsday Engine | Bug | New | Normal | Custom fog values are reset to default values when the "reset" command is used | Deng Team | 2023-12-10 06:44 | 0 |
| 2160 | Doomsday Engine | Feature | Progressed | Low | Custom screenshader support and profiles | Deng Team | 2020-02-04 21:49 | 20 |
| 1232 | Doomsday Engine | Feature | New | Low | Customiseable barrel explosion damage | | 2016-08-09 10:43 | 0 |
| 1407 | Doomsday Engine | Feature | Progressed | Normal | Customizable console keys | | 2019-11-29 16:36 | 20 |
| 1153 | Doomsday Engine | Feature | New | High | Customizable intermissions | | 2019-11-29 16:09 | 0 |
| 1618 | Doomsday Engine | Feature | New | Normal | Decorations/effects for game events (power up, damage, etc.) | | 2019-11-29 18:43 | 0 |
| 1069 | Doomsday Engine | Bug | New | Normal | Default background colour for holes in splash screens | | 2017-04-03 14:43 | 0 |
| 1183 | Doomsday Engine | Feature | New | Normal | Default values printed with "help" | | 2019-11-29 22:50 | 0 |
| 1579 | Doomsday Engine | Feature | New | Low | Dehacked 2.0 support | | 2019-11-29 12:31 | 0 |
| 908 | Doomsday Engine | Bug | New | High | Detail texture maximum distance ignored | | 2017-04-03 14:59 | 0 |
| 1764 | Doomsday Engine | Feature | New | Normal | DMU 2.0: Generate network deltas | | 2019-11-29 20:19 | 0 |
| 1631 | Doomsday Engine | Bug | New | Low | Doom 2 finale: animation speeds for the Cast | | 2017-04-03 14:41 | 0 |
| 1735 | Doomsday Engine | Bug | New | Low | Doom2 PWAD save games use level name from IWAD | | 2019-11-29 22:59 | 0 |
| 2444 | Doomsday Engine | Bug | New | Normal | doom2-nerve: misaligned textures on map05 | skyjake | 2021-01-14 11:30 | 0 |
| 2282 | Doomsday Engine | Bug | New | Normal | Doom64 Absolution uncaught exception | | 2018-11-05 08:48 | 0 |
| 2021 | Doomsday Engine | Bug | New | High | Doom64's ingame music is severely broken | | 2019-11-29 21:57 | 0 |
| 2025 | Doomsday Engine | Bug | Progressed | Normal | Doom64TC does not have a fully functional HUD | rhargrave | 2019-11-29 21:57 | 80 |
| 2027 | Doomsday Engine | Bug | New | Normal | Doom64TC map is missing 'on' textures for switches | | 2019-11-29 21:58 | 0 |
| 2445 | Doomsday Engine | Bug | New | Normal | Doomsday Crashes When Loading Master Levels for Doom II | Deng Team | 2021-08-07 06:00 | 0 |
| 2431 | Doomsday Engine | Bug | Resolved | Normal | Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only | skyjake | 2021-07-31 09:51 | 100 |
| 2416 | Doomsday Engine | Other | New | Normal | doomsday not launching (note the other post doomsday n was an error) | Deng Team | 2020-02-23 15:17 | 0 |
| 2414 | Doomsday Engine | Bug | New | Normal | Doomsday parses subfolders regardless of the position of the "Subdirs" switch in the "Data Files" window | Deng Team | 2020-02-08 14:18 | 0 |
| 6 | Doomsday Engine | Feature | Progressed | Normal | Draw lens flares using GL2 | skyjake | 2016-08-09 11:05 | 50 |
| 2332 | Doomsday Engine | Bug | New | Normal | Duplicate server entries on master-server | | 2019-11-29 22:33 | 0 |
| 1201 | Doomsday Engine | Feature | New | High | Dynamic shadows | skyjake | 2019-11-29 16:15 | 50 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 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 |
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |
| 1998 | Doomsday Engine | Feature | New | Normal | Emulate original game menus (other settings moved to taskbar UI) | | 2017-04-03 18:43 | 0 |
| 1996 | Doomsday Engine | Feature | Progressed | High | Engine-managed "map spot / point of interest" mechanism | | 2019-11-29 23:06 | 20 |
| 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 |
| 1513 | Doomsday Engine | Feature | New | Low | Examples with escaped quotes in context help for ccmd alias | skyjake | 2019-11-29 22:50 | 0 |
| 2395 | Doomsday Engine | Feature | New | Normal | Exporting and importing game profiles (files and dengine.net) | Deng Team | 2020-01-05 09:07 | 0 |
| 2333 | Doomsday Engine | Feature | New | Normal | Extend info about server wads (filename, checksum) | | 2019-11-29 22:35 | 0 |
| 1488 | Doomsday Engine | Feature | New | Normal | Extended Hexen fullscreen HUD | | 2019-11-29 18:49 | 0 |
| 1190 | Doomsday Engine | Feature | Progressed | High | External scripts for mobj behavior | skyjake | 2019-11-29 16:13 | 30 |
| 1376 | Doomsday Engine | Feature | New | Normal | Externally spawned mobjs | | 2019-11-29 18:36 | 0 |
| 1867 | Doomsday Engine | Feature | New | Normal | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom) | | 2019-11-29 21:07 | 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 |
| 2449 | Doomsday Engine | Feature | New | Normal | FBX LOD | skyjake | 2021-02-17 21:38 | 0 |
| 2470 | Doomsday Engine | Bug | New | Urgent | File WAD cannot be played back. | Deng Team | 2022-09-28 19:55 | 0 |
| 2289 | Doomsday Engine | Feature | New | Normal | Filtering game profiles in Home using search terms | skyjake | 2019-11-29 22:50 | 0 |
| 2257 | Doomsday Engine | Bug | New | Normal | FIREBLU texture replacements blink in Doom II | | 2017-07-18 11:01 | 0 |
| 1816 | Doomsday Engine | Bug | New | Normal | First sound played at map start up erroneously doesn't play | | 2017-04-03 14:17 | 0 |
| 1580 | Doomsday Engine | Feature | New | High | Fix the Doom 64: Absolution TC plugin | | 2019-11-29 12:31 | 30 |
| 1499 | Doomsday Engine | Feature | New | Normal | Flag to disable mobj respawn on specific types | | 2017-04-03 18:48 | 0 |
| 1063 | Doomsday Engine | Bug | New | Normal | Flash state models offset incorrectly in 16:10 | | 2017-04-03 14:44 | 0 |
| 910 | Doomsday Engine | Bug | New | Normal | Flat tiling error with custom flats | | 2017-04-03 14:59 | 0 |
| 1289 | Doomsday Engine | Feature | New | High | Flat-triggered particle generators created/destroyed on material change | | 2019-11-29 16:23 | 0 |
| 2233 | Doomsday Engine | Bug | New | Normal | Fov 160 issues with texture filtering | skyjake | 2018-10-27 16:08 | 0 |
| 882 | Doomsday Engine | Bug | New | Normal | Fullbright psprites and colored lighting | | 2017-04-03 14:59 | 0 |
| 2463 | Doomsday Engine | Bug | New | Normal | Game controllers | skyjake | 2021-09-02 23:15 | 0 |
| 1762 | Doomsday Engine | Feature | New | Normal | Game hierarchy | | 2019-11-29 20:18 | 0 |
| 1604 | Doomsday Engine | Feature | New | High | Game rules (1p and MP) | | 2019-11-29 21:33 | 20 |

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|---|---|---|---|---|---|---|---|---|
| 2032 | Doomsday Engine | Feature | New | Normal | Game world debugger/inspector sidebar | | 2019-11-29 21:58 | 0 |
| 778 | Doomsday Engine | Bug | Progressed | Urgent | Gamepad usability issues | | 2020-05-10 11:09 | 0 |
| 1734 | Doomsday Engine | Bug | Progressed | Low | Games' Help InFine scripts have no sounds | | 2017-04-03 18:33 | 10 |
| 1928 | Doomsday Engine | Bug | New | Normal | GameSession: ThingArchive::serialIdFor: Thing archive exhausted! | | 2017-04-03 14:04 | 0 |
| 1414 | Doomsday Engine | Feature | New | Normal | Generate particles when touching a plane | | 2019-11-29 19:19 | 0 |
| 2329 | Doomsday Engine | Bug | New | Normal | Gnome Icon | | 2019-10-14 10:28 | 0 |
| 1905 | Doomsday Engine | Feature | New | Low | God mode console cheat that doesn't restore health | | 2019-11-29 21:09 | 0 |
| 2072 | Doomsday Engine | Feature | New | High | Gracefully exit to Home on fatal error in a game (e.g., DED/resource error) | | 2019-11-29 22:12 | 0 |
| 1514 | Doomsday Engine | Feature | New | Low | GZdoom-like HUD (showing more information) | | 2019-11-29 18:52 | 0 |
| 2433 | Doomsday Engine | Feature | New | Normal | HACX 2.0r61 | Deng Team | 2020-12-07 19:02 | 0 |
| 1125 | Doomsday Engine | Bug | New | Low | Handling missing OpenGL support during launch | | 2017-04-03 14:41 | 0 |
| 1635 | Doomsday Engine | Feature | Resolved | Normal | HDR rendering | skyjake | 2018-10-27 15:06 | 100 |
| 2453 | Doomsday Engine | Feature | New | Normal | head bobbing model.weapon.* simple scale factor | Deng Team | 2021-03-15 02:17 | 0 |
| 1958 | Doomsday Engine | Bug | New | Normal | Help infine clash with already playing infine | | 2017-04-03 14:01 | 0 |
| 2420 | Doomsday Engine | Feature | New | Normal | Heretic: new visual effects, light decorations and particle generators | Deng Team | 2020-04-18 00:57 | 0 |
| 2432 | Doomsday Engine | Bug | New | Normal | Hexen: Heresiarch is very fast on Chantry (HEXDD) | skyjake | 2020-12-07 15:34 | 0 |
| 2428 | Doomsday Engine | Bug | New | Normal | Hexen: inconsistent saves | Deng Team | 2020-12-07 15:34 | 0 |
| 2429 | Doomsday Engine | Bug | New | Normal | Hexen: item is used after load game | Deng Team | 2020-12-07 15:34 | 0 |
| 1316 | Doomsday Engine | Feature | New | Normal | HHE support | | 2019-11-29 16:39 | 0 |
| 2236 | Doomsday Engine | Bug | New | Normal | Hitscan issues | skyjake | 2018-10-27 16:09 | 0 |
| 2239 | Doomsday Engine | Bug | New | Normal | HUD Frost shards from XARP changing their Zoffset if instantly fire after switching | skyjake | 2017-04-10 21:01 | 0 |
| 1008 | Doomsday Engine | Bug | New | Normal | HUD weapon discrepancy (in release build?) | | 2017-04-03 19:00 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InfineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 1373 | Doomsday Engine | Feature | New | Normal | Improved ambient sounds | | 2019-11-29 16:45 | 0 |
| 1614 | Doomsday Engine | Feature | New | High | Improved demo recording and playback | | 2019-11-29 20:20 | 0 |
| 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 |
| 1480 | Doomsday Engine | Feature | New | Normal | Include screenshot in savegames | | 2019-11-29 21:28 | 0 |
| 2436 | Doomsday Engine | Bug | In Progress | Normal | Incompatibility with the new M1 | skyjake | 2021-02-03 13:32 | 100 |
| 2094 | Doomsday Engine | Bug | New | Normal | Incorrect "Pillar-Door Statue" model direction in some cases in Heretic | skyjake | 2017-04-03 13:39 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2398 | Doomsday Engine | Bug | New | Normal | Incorrect texture mapping | Deng Team | 2020-01-07 15:57 | 0 |
| 2292 | Doomsday Engine | Feature | New | Normal | Indication of an options default setting | | 2019-11-29 22:21 | 0 |
| 1632 | Doomsday Engine | Feature | New | High | InFine 2.0 (on top of Doomsday Script) | Deng Team | 2019-11-29 12:31 | 0 |
| 1709 | Doomsday Engine | Bug | New | Low | Infine events interfere with taskbar | | 2017-04-03 14:38 | 0 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1252 | Doomsday Engine | Feature | Progressed | High | Integrate Hexen features into libcommon | | 2019-11-29 21:24 | 40 |
| 1718 | Doomsday Engine | Bug | New | Low | Inventory item display/selection issues | | 2017-04-03 14:35 | 0 |
| 1541 | Doomsday Engine | Feature | Progressed | High | Joystick axis settings (sensitivity, max speed) | | 2019-11-29 23:06 | 50 |
| 2465 | Doomsday Engine | Feature | New | Normal | Keeping arsenal in coop | Deng Team | 2021-10-23 18:36 | 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 |
| 2184 | Doomsday Engine | Feature | New | Normal | Keyboard navigation: bindable controls | skyjake | 2016-11-20 14:48 | 0 |
| 2028 | Doomsday Engine | Feature | New | Normal | libcommon uses the preprocessor excessively in order specialize for doom, heretic, and hexen | | 2019-11-29 21:22 | 0 |
| 2363 | Doomsday Engine | Bug | New | Normal | Light Amplification powerup doesn't affect psprite 3D models | skyjake | 2020-12-08 08:26 | 0 |
| 514 | Doomsday Engine | Bug | New | Low | Light decoration placement on planes if origin is incident with a sector boundary | | 2017-04-03 14:56 | 0 |
| 1296 | Doomsday Engine | Feature | New | Normal | Light Stages for animated light sources | | 2019-11-29 16:24 | 0 |
| 1511 | Doomsday Engine | Feature | New | Low | List all cheats in context help for ccmd cheat | | 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 |
| 1502 | Doomsday Engine | Feature | New | High | Load any supported image format from WAD lump | | 2016-03-27 08:06 | 0 |
| 1130 | Doomsday Engine | Bug | New | Low | Mana bars on the statusbar ignore opacity | | 2017-04-03 14:41 | 0 |
| 2454 | Doomsday Engine | Bug | New | Normal | Map geometry is garbled in 2.3.X on Fedora 33 | Deng Team | 2021-03-23 10:45 | 0 |
| 2376 | Doomsday Engine | Bug | In Progress | Low | Map geometry is garbled using GCC 5 on Fedora | skyjake | 2021-10-10 22:20 | 0 |
| 2179 | Doomsday Engine | Feature | New | Low | Map has no secrets, displayed as 0% (vs. 100%) | | 2017-04-03 18:45 | 0 |
| 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 |
| 1265 | Doomsday Engine | Feature | New | Low | Map-specific definitions in a WAD lump | | 2019-11-29 15:21 | 0 |
| 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 |
| 1126 | Doomsday Engine | Bug | New | Normal | MD2 model render pop | | 2017-04-03 14:41 | 0 |
| 388 | Doomsday Engine | Bug | New | Low | Missile speeds (steep vertical angles) | | 2017-04-03 15:07 | 0 |
| 2090 | Doomsday Engine | Bug | New | Normal | Missile with no death state error | | 2017-04-03 13:42 | 0 |
| 1819 | Doomsday Engine | Bug | New | Normal | Mobj Particles won't start. | | 2017-04-03 14:16 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2042 | Doomsday Engine | Bug | New | High | Mobj spawning at sector boundary height should choose highest contacted floor | | 2017-04-03 18:32 | 0 |
| 729 | Doomsday Engine | Bug | New | Low | Models cut off in 16:10 view ratio | | 2017-04-03 14:56 | 0 |
| 2153 | Doomsday Engine | Feature | New | Normal | Modern multiplayer chat UI | skyjake | 2018-07-29 16:56 | 0 |
| 2467 | Doomsday Engine | Bug | New | Normal | Mods in Multiplayer | Deng Team | 2021-10-23 18:51 | 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 |
| 1139 | Doomsday Engine | Feature | New | Normal | More variations within repeated texture patterns with alternative textures (for detail textures) | | 2019-11-29 15:56 | 0 |
| 2259 | Doomsday Engine | Bug | New | Normal | Mouse unusable on ArchLinux with Gnome / Wayland | | 2018-07-29 16:44 | 0 |
| 2056 | Doomsday Engine | Bug | New | Normal | Moving platforms sound origin incorrect | | 2019-11-29 23:01 | 0 |
| 1548 | Doomsday Engine | Feature | Progressed | Normal | Multi-monitor support | | 2019-11-29 16:33 | 40 |
| 2421 | Doomsday Engine | Bug | New | Lowest | Multiplayer "zombie player" voodoo spawnspot | Deng Team | 2020-04-19 15:46 | 0 |
| 1765 | Doomsday Engine | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2019-11-29 20:20 | 0 |
| 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 |
| 1767 | Doomsday Engine | Feature | New | High | Network delta profiler | | 2019-11-29 12:33 | 0 |
| 2023 | Doomsday Engine | Feature | New | Low | New Doom 64 plugin (accurate gameplay, original ROM) | | 2019-11-29 21:20 | 0 |
| 1808 | Doomsday Engine | Bug | Progressed | High | New sprites in addons do not work | | 2019-11-29 23:06 | 0 |
| 7 | Doomsday Engine | Feature | Progressed | Urgent | Next-gen renderer (codename "Gloom") | skyjake | 2018-10-27 16:10 | 30 |
| 2337 | Doomsday Engine | Bug | Feedback | Normal | No doom II can be selected from the master list in the server tab | tacgnol | 2019-12-01 22:33 | 0 |
| 1091 | Doomsday Engine | Bug | New | Low | No sound effect played when pressing F7 or F8 | | 2017-04-03 14:44 | 0 |
| 2328 | Doomsday Engine | Bug | New | Low | Not all official releases of IWADs are recognized (e.g., older than v1.9) | skyjake | 2020-12-08 08:26 | 0 |
| 1891 | Doomsday Engine | Feature | Progressed | Low | Notification area animations | skyjake | 2019-11-29 21:37 | 10 |
| 2469 | Doomsday Engine | Feature | New | Normal | NVIDIA RTX Ray Tracing Support | Deng Team | 2022-08-30 04:21 | 0 |
| 2304 | Doomsday Engine | Feature | New | Normal | OGG/FLAC custom loop tags | skyjake | 2019-12-31 11:05 | 0 |
| 1571 | Doomsday Engine | Feature | New | Normal | On screen notification for Always Run | | 2019-11-29 19:18 | 0 |
| 1493 | Doomsday Engine | Feature | New | Normal | Opposites for mobj_gone and activator_type requirements | | 2017-04-03 18:48 | 0 |
| 1535 | Doomsday Engine | Feature | New | Normal | Option for fullbright textures affected by colored sectors | | 2019-11-29 19:02 | 0 |
| 1546 | Doomsday Engine | Feature | New | Low | Option for particle generator to hide sprite | | 2019-11-29 15:45 | 0 |
| 2123 | Doomsday Engine | Feature | New | Low | Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses... | | 2019-11-29 22:15 | 0 |
| 1649 | Doomsday Engine | Feature | New | Low | Option to disable HUD/menu font upscaling | | 2019-11-29 20:26 | 0 |
| 1601 | Doomsday Engine | Feature | In Progress | Urgent | Package management | skyjake | 2019-10-14 10:44 | 80 |
| 2185 | Doomsday Engine | Feature | In Progress | High | Package repositories | skyjake | 2019-10-14 10:43 | 60 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2048 | Doomsday Engine | Bug | New | High | Particle effects obscure map objects | | 2017-04-03 13:46 | 0 |
| 1430 | Doomsday Engine | Feature | New | Normal | Particle generator decorations (e.g., particles from a wall) | | 2019-11-29 18:40 | 0 |
| 1305 | Doomsday Engine | Feature | New | Lowest | Particle generator flag: instantly kill generator | | 2019-11-29 15:26 | 0 |
| 1287 | Doomsday Engine | Feature | New | Normal | Particle generator flag: transform center offset along with the object | | 2016-08-09 10:54 | 0 |
| 1699 | Doomsday Engine | Feature | New | High | Particle renderer 2.0 | | 2017-04-03 18:55 | 0 |
| 1314 | Doomsday Engine | Feature | New | Normal | Particle spawn rate affected by mobj visibility | | 2019-11-29 16:38 | 0 |
| 918 | Doomsday Engine | Bug | New | Low | Particles and looking up/down sharply | | 2017-04-03 14:59 | 0 |
| 263 | Doomsday Engine | Bug | New | Normal | Particles rendered at wrong height | | 2017-04-03 15:08 | 0 |
| 1078 | Doomsday Engine | Bug | New | High | Patch texture composition logic errors | | 2019-11-29 23:06 | 0 |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2016-07-06 00:03 | 20 |
| 1745 | Doomsday Engine | Feature | Progressed | Normal | Performance optimization | | 2019-11-29 21:36 | 40 |
| 2195 | Doomsday Engine | Feature | New | Normal | Permanent blood (surface decal effect) | | 2017-01-22 08:50 | 0 |
| 2442 | Doomsday Engine | Bug | Resolved | Low | Plane texture misalignment with non-64x64 size | skyjake | 2021-01-13 22:06 | 100 |
| 1582 | Doomsday Engine | Feature | New | Normal | Player actions while game is paused | | 2017-04-03 18:39 | 0 |
| 1015 | Doomsday Engine | Bug | New | High | Player getting stuck on certain walls? | | 2017-04-03 18:34 | 0 |
| 1660 | Doomsday Engine | Bug | New | Normal | Player start near wall leads to misplaced player | | 2017-04-03 14:40 | 0 |
| 1242 | Doomsday Engine | Feature | New | High | Player weapon particle muzzle flashes (for external viewers only) | | 2019-11-29 16:19 | 0 |
| 2464 | Doomsday Engine | Bug | New | Normal | Player's weapon problem in multiplayer | Deng Team | 2021-10-23 15:11 | 0 |
| 2435 | Doomsday Engine | Bug | New | Normal | Plutonia: invisible bridges: wrong floor texture placement | skyjake | 2020-12-08 08:26 | 0 |
| 1923 | Doomsday Engine | Bug | New | Normal | PNG textures render as solid black (embedded in WAD) | | 2016-10-27 12:51 | 0 |
| 1938 | Doomsday Engine | Feature | New | Low | Polyobjs represented by 3D models | | 2019-11-29 21:12 | 0 |
| 1817 | Doomsday Engine | Bug | Feedback | Normal | Premap infine and preplaying music oversight | vermil | 2017-04-03 14:17 | 0 |
| 1551 | Doomsday Engine | Feature | New | Normal | Print unknown line/sector types to the console | | 2019-11-26 15:33 | 0 |
| 2192 | Doomsday Engine | Feature | New | Low | Procedural images generated based on a text file (.deimage) | skyjake | 2017-03-04 09:25 | 0 |
| 2093 | Doomsday Engine | Feature | New | Normal | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode | Deng Team | 2016-03-27 08:20 | 0 |
| 1231 | Doomsday Engine | Feature | New | Normal | Ragdoll physics | | 2019-11-29 16:05 | 0 |
| 1335 | Doomsday Engine | Feature | New | Normal | Random particle types | | 2019-11-29 16:42 | 0 |
| 1336 | Doomsday Engine | Feature | New | Normal | Random textured particle direction | | 2019-11-29 16:43 | 0 |
| 2320 | Doomsday Engine | Feature | New | Normal | Re-enable XG dummy line | | 2020-12-08 08:27 | 0 |
| 1168 | Doomsday Engine | Feature | New | Normal | Real decals: bulletholes, blastmarks, etc. | | 2017-04-03 19:35 | 0 |
| 2382 | Doomsday Engine | Bug | New | High | Recognizing IWAD/PWAD files with more accuracy (using CRC-32) | skyjake | 2020-12-08 08:26 | 0 |
| 1406 | Doomsday Engine | Feature | New | Normal | Record particles and other effects in demos | | 2019-11-29 20:24 | 0 |
| 1301 | Doomsday Engine | Feature | Progressed | High | Redesigned DED Reader | skyjake | 2019-11-29 16:27 | 80 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2404 | Doomsday Engine | Bug | New | Normal | REKKR compatibility issues | skyjake | 2020-01-22 06:33 | 0 |
| 1726 | Doomsday Engine | Feature | New | Normal | Remapping the colours on a texture via material def | | 2019-11-29 19:26 | 0 |
| 1864 | Doomsday Engine | Feature | New | Normal | Remember material, particle and decoration animation states in saved games | | 2019-11-29 21:06 | 0 |
| 1460 | Doomsday Engine | Feature | New | Normal | Remember the playing music in save game | | 2017-04-03 18:49 | 0 |
| 2015 | Doomsday Engine | Feature | Progressed | Normal | Remove server-side audio system | | 2019-11-29 23:06 | 50 |
| 1327 | Doomsday Engine | Feature | New | Normal | Render extra plane in XG sector | | 2019-11-26 11:32 | 0 |
| 1647 | Doomsday Engine | Feature | Progressed | High | Replace FS1 with FS2-based resource management | skyjake | 2019-11-29 21:33 | 30 |
| 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 |
| 1104 | Doomsday Engine | Bug | Progressed | Normal | Replacement flats VS texture animations | | 2017-04-03 14:43 | 0 |
| 1459 | Doomsday Engine | Feature | New | Normal | Replacement of MT_POD unique behavior with flag | | 2019-11-29 18:49 | 0 |
| 1607 | Doomsday Engine | Feature | New | Normal | Reset settings to defaults | | 2019-11-29 21:33 | 40 |
| 2301 | Doomsday Engine | Bug | New | Normal | Restart playing MIDI music using new soundfont after changing soundfont in Settings | | 2019-12-01 21:47 | 0 |
| 1962 | Doomsday Engine | Feature | New | High | Revised network protocol based on libshell | skyjake | 2018-07-29 16:53 | 0 |
| 2451 | Doomsday Engine | Bug | New | Normal | ringing sound | skyjake | 2021-02-18 07:25 | 0 |
| 1361 | Doomsday Engine | Feature | Progressed | Normal | Rotation of objects away from walls during map load | | 2019-11-29 16:34 | 20 |
| 2455 | Doomsday Engine | Bug | Resolved | Normal | rpm package requires libfluidsynth.so.1 but Fedora 33 provides libfluidsynth.so.2 only | Deng Team | 2021-11-20 00:26 | 100 |
| 2033 | Doomsday Engine | Feature | Progressed | High | Runtime map editor | | 2019-11-29 12:31 | 0 |
| 2323 | Doomsday Engine | Bug | New | Normal | Saved games are deleted after opening game | | 2019-11-29 22:26 | 0 |
| 1617 | Doomsday Engine | Feature | New | High | Scoped definitions and variables | Deng Team | 2016-12-01 20:17 | 0 |
| 1815 | Doomsday Engine | Bug | New | Normal | Screen wipe still smoothed with Vanilla renderer profile (console transition) | | 2018-11-05 17:31 | 0 |
| 1970 | Doomsday Engine | Feature | New | Normal | Scriptable map entry/exit, cycling | | 2019-11-29 21:13 | 0 |
| 1616 | Doomsday Engine | Feature | New | Normal | Selector for sprites | | 2019-11-29 18:35 | 0 |
| 1461 | Doomsday Engine | Feature | New | Normal | Separate chain/event derived/driven behaviour for XG | | 2017-04-03 18:48 | 0 |
| 1489 | Doomsday Engine | Feature | New | Normal | Separate decor definitions for different plane types | | 2019-11-29 18:50 | 0 |
| 1758 | Doomsday Engine | Feature | New | Low | Separate left/right modifier keys (Shift, Alt, etc.) | skyjake | 2019-11-29 12:37 | 0 |
| 1757 | Doomsday Engine | Feature | New | High | Separate server and client sources | | 2019-11-29 20:17 | 20 |
| 2331 | Doomsday Engine | Bug | New | Normal | Server doesn't check wads (connecting via command line) | | 2019-11-29 22:31 | 0 |
| 1290 | Doomsday Engine | Feature | New | Normal | Session-only cvars | | 2019-11-26 15:33 | 0 |
| 1323 | Doomsday Engine | Feature | New | Normal | Set skin on particle model from within particle generator | | 2016-08-09 10:56 | 0 |
| 1573 | Doomsday Engine | Feature | New | Normal | Setting for number of samples used for antialiasing | | 2019-11-29 21:31 | 0 |
| 1449 | Doomsday Engine | Feature | Progressed | Urgent | Setup bindings/controls via taskbar UI | Deng Team | 2016-07-05 23:54 | 10 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1623 | Doomsday Engine | Feature | Progressed | Urgent | Shaders | skyjake | 2018-10-27 15:14 | 60 |
| 1031 | Doomsday Engine | Bug | New | Normal | Shootable triggers and freelook | | 2017-04-03 14:46 | 0 |
| 2256 | Doomsday Engine | Bug | New | Normal | Sky clipping through ceiling | | 2017-07-18 11:02 | 0 |
| 2324 | Doomsday Engine | Bug | New | Normal | Sky texture issue upon MOD loading/unloading in game | | 2019-11-29 22:31 | 0 |
| 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 |
| 1897 | Doomsday Engine | Bug | New | Low | Slightly different sprite clipping in Dday versus vanilla | | 2017-04-03 18:32 | 0 |
| 1615 | Doomsday Engine | Feature | Progressed | Normal | Sloped planes | skyjake | 2018-10-27 15:10 | 20 |
| 1362 | Doomsday Engine | Feature | New | Normal | Smoothing of dynlights & halos | skyjake | 2019-11-29 16:44 | 0 |
| 1529 | Doomsday Engine | Feature | New | Normal | Sound affected by the world | | 2019-11-29 18:59 | 0 |
| 1266 | Doomsday Engine | Feature | New | High | Sound decorations | | 2019-11-29 16:21 | 0 |
| 1475 | Doomsday Engine | Feature | New | Normal | Spawnmobj "deaf" things | | 2019-11-29 18:46 | 0 |
| 1308 | Doomsday Engine | Feature | Progressed | High | Splitscreen multiplayer | | 2019-11-29 16:28 | 40 |
| 967 | Doomsday Engine | Bug | New | Low | Sprite angling incorrect at sharp angles | | 2017-04-03 14:59 | 0 |
| 2422 | Doomsday Engine | Bug | New | Normal | Sprite clipping as in Software mode (it already done before in Strife Veteran Edition) | Deng Team | 2020-04-24 11:09 | 0 |
| 1929 | Doomsday Engine | Bug | Progressed | Normal | Sprite priority handling | | 2019-11-29 23:06 | 0 |
| 684 | Doomsday Engine | Bug | New | Normal | Sprites moving up if their bottom intersects the floor | | 2017-04-03 18:32 | 0 |
| 1677 | Doomsday Engine | Feature | New | Low | Square particle shape (option, as alternative to round particles) | | 2019-11-29 15:51 | 0 |
| 2456 | Doomsday Engine | Bug | New | Normal | Stable 2.3.1 linux: audio output is not saved | skyjake | 2021-04-14 19:27 | 0 |
| 1350 | Doomsday Engine | Feature | New | Normal | Stair Builder: spread build on tagged sector range | | 2017-04-03 18:48 | 0 |
| 1471 | Doomsday Engine | Feature | New | Normal | Standard definitions should conform to vanilla | | 2019-11-29 23:06 | 0 |
| 1754 | Doomsday Engine | Feature | New | High | Start local server using client GUI | skyjake | 2018-07-29 16:46 | 0 |
| 1559 | Doomsday Engine | Feature | New | Low | State and sprite without a mobj (SMT2A0/STLAG) | | 2019-11-29 19:14 | 0 |
| 2091 | Doomsday Engine | Bug | New | Normal | State Particles won't start for Afrit in some cases (Hexen) | Deng Team | 2017-04-03 13:40 | 0 |
| 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 |
| 1386 | Doomsday Engine | Feature | New | Normal | Stopping monster infighting | | 2019-11-29 18:37 | 0 |
| 1598 | Doomsday Engine | Bug | New | Low | Strange vertical view bobbing when running into walls | | 2019-11-29 22:58 | 0 |
| 1869 | Doomsday Engine | Feature | New | Normal | Support 'shadowed' texture resources in animated textures | | 2017-04-03 18:40 | 0 |
| 1640 | Doomsday Engine | Feature | Progressed | Normal | Support for id Tech 1 audio/graphic resource hacks | | 2019-11-29 23:06 | 0 |
| 1603 | Doomsday Engine | Feature | Progressed | Urgent | Support for id Tech 1 map hacks | | 2019-12-15 07:34 | 50 |
| 2438 | Doomsday Engine | Bug | New | Normal | Support for non vanilla length hubs | Deng Team | 2020-12-10 19:12 | 0 |
| 1476 | Doomsday Engine | Feature | New | Normal | Support for the features of the Playpal and Colormap lumps | | 2017-04-03 18:42 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1500 | Doomsday Engine | Feature | New | Normal | Support for ZDoom ZIP-as-WAD feature | | 2018-11-05 10:16 | 0 |
| 1544 | Doomsday Engine | Feature | New | Normal | Support for ZDoom's Decorate function | | 2019-11-29 12:31 | 0 |
| 1668 | Doomsday Engine | Feature | New | Normal | Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range | | 2020-12-08 08:27 | 0 |
| 2423 | Doomsday Engine | Feature | New | Normal | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery | Deng Team | 2020-05-10 11:23 | 0 |
| 2295 | Doomsday Engine | Feature | New | Normal | Support XBOX version of Doom | | 2018-11-18 07:45 | 0 |
| 1842 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom's episode and hub definitions in MAPINFO | | 2019-11-29 12:31 | 40 |
| 1844 | Doomsday Engine | Feature | New | Normal | Support ZDoom's skill definitions in MAPINFO | | 2019-11-29 23:06 | 0 |
| 1840 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom-extended MAPINFO format | | 2019-11-29 23:06 | 47 |
| 1233 | Doomsday Engine | Feature | New | High | Surface decorations using 3D models | | 2015-12-22 13:15 | 0 |
| 1628 | Doomsday Engine | Feature | New | Normal | Surface meshes | | 2017-04-03 18:58 | 0 |
| 1993 | Doomsday Engine | Bug | Feedback | High | Switching maps while XG lines are active causes seg fault | vermil | 2017-04-03 13:55 | 0 |
| 1552 | Doomsday Engine | Feature | New | Normal | Tag 667 Compatibility Option | skyjake | 2018-10-27 15:53 | 0 |
| 2180 | Doomsday Engine | Bug | New | Normal | Task bar shows only partially (Intel Mobility) | | 2017-04-03 14:19 | 0 |
| 877 | Doomsday Engine | Bug | New | High | Texture offset anomaly | | 2019-11-29 23:06 | 0 |
| 1920 | Doomsday Engine | Feature | New | Normal | Tree navigator widget (libappfw) | skyjake | 2017-02-08 12:06 | 0 |
| 1828 | Doomsday Engine | Bug | New | Low | Tutorial doesn't claim mouse after clicking during launch | | 2017-04-03 14:15 | 0 |
| 4 | Doomsday Engine | Feature | In Progress | Normal | UI improvements | skyjake | 2019-11-29 21:27 | 80 |
| 2298 | Doomsday Engine | Feature | New | Normal | Upgrade Assimp to latest 4.x version | skyjake | 2019-10-27 20:13 | 0 |
| 1774 | Doomsday Engine | Feature | New | Normal | Use "-savedir" option to the configure where saves are stored | | 2017-04-03 14:27 | 0 |
| 1542 | Doomsday Engine | Feature | New | High | Use hit origin for Damage generator | | 2019-11-29 19:08 | 0 |
| 9 | Doomsday Engine | Feature | Progressed | High | Use local server to run single-player games | | 2019-11-29 20:21 | 0 |
| 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 |
| 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 |
| 2403 | Doomsday Engine | Feature | New | Normal | User-provided particle texture flipbook (atlas) | skyjake | 2020-12-08 08:27 | 0 |
| 1622 | Doomsday Engine | Feature | New | Urgent | Vanilla depth shading | | 2019-11-29 23:23 | 0 |
| 1440 | Doomsday Engine | Feature | New | Normal | Vanilla Doom collision-checking mode | | 2017-04-03 18:39 | 0 |
| 1491 | Doomsday Engine | Feature | New | Normal | Variable damage for the pmf_crush plane move flag | | 2017-04-03 18:48 | 0 |
| 1129 | Doomsday Engine | Bug | New | Normal | Various mobj Z movement clipping bugs | | 2019-11-29 22:58 | 0 |
| 1194 | Doomsday Engine | Feature | New | High | Viewing other players' cameras ("spy" command) | | 2019-11-29 16:14 | 0 |
| 2450 | Doomsday Engine | Bug | New | Normal | weapon stretched | Deng Team | 2021-02-22 04:19 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1563 | Doomsday Engine | Feature | New | Normal | Weapon text defs affect the Controls menu | | 2019-11-29 19:15 | 0 |
| 1067 | Doomsday Engine | Bug | New | Low | White player arrow missing on automap | | 2017-04-03 14:43 | 0 |
| 1999 | Doomsday Engine | Bug | New | Normal | Window focus/close events ignored during busy mode (should defer) | | 2017-04-03 13:55 | 0 |
| 1620 | Doomsday Engine | Feature | Progressed | High | XG 2.0 | Deng Team | 2019-11-29 19:05 | 20 |
| 1324 | Doomsday Engine | Feature | New | Normal | XG music lines | | 2017-04-03 18:48 | 0 |
| 1399 | Doomsday Engine | Feature | New | Normal | XG plane movers vs. normal doors | | 2017-04-03 18:48 | 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 |
| 2051 | Doomsday Engine | Feature | New | High | XG test suite / demo map | | 2017-04-03 18:46 | 0 |
| 1439 | Doomsday Engine | Feature | New | Normal | XG: Spawn objects at player location | | 2017-04-03 18:48 | 0 |
| 2370 | Doomsday Engine | Bug | In Progress | Normal | [2.3 Unstable] Render Hack Regressions | skyjake | 2020-02-23 15:13 | 90 |
| 2440 | Doomsday Engine | Bug | New | Normal | [2.3] Render Hack Regressions | skyjake | 2021-01-24 10:20 | 0 |
| 2443 | Doomsday Engine | Bug | New | Normal | [3.0] External textures load process ignores game id subfolders | skyjake | 2021-01-14 07:59 | 0 |
| 1863 | Doomsday Engine | Bug | New | Low | [automap] line updating | | 2017-04-03 14:12 | 0 |
| 1568 | Doomsday Engine | Feature | New | Normal | [Automap] Option for hiding non-blocking lines | | 2019-11-29 18:32 | 0 |
| 1566 | Doomsday Engine | Feature | New | Normal | [Automap] Reset line colors | | 2019-11-29 21:31 | 0 |
| 1591 | Doomsday Engine | Bug | Progressed | Low | [BSP] Fully overlapped map geometry is not always split | | 2019-11-30 08:06 | 50 |
| 1092 | Doomsday Engine | Bug | New | Low | [Chex/HacX] Weapon names in Controls menu | | 2017-04-03 14:44 | 0 |
| 787 | Doomsday Engine | Bug | New | Normal | [Co-op] Voodoo dolls not supported | | 2017-04-03 18:34 | 0 |
| 1661 | Doomsday Engine | Bug | New | Normal | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap) | | 2019-11-29 22:58 | 0 |
| 2085 | Doomsday Engine | Bug | Progressed | Normal | [Dehacked] Sprite name table patches not supported (Crashes) | | 2019-11-29 23:06 | 0 |
| 2109 | Doomsday Engine | Bug | New | High | [Doom] "Doomsday of UAC" invisible stairs not climable | | 2019-11-29 23:22 | 0 |
| 1076 | Doomsday Engine | Bug | New | Normal | [Doom] 3d movement option broken | | 2019-11-29 22:58 | 0 |
| 2253 | Doomsday Engine | Bug | New | Normal | [Doom] Arch-vile sprite disappears when resurrecting a monster | skyjake | 2018-10-27 16:09 | 0 |
| 975 | Doomsday Engine | Bug | New | Normal | [Doom] Armour Helmets full bright | | 2017-04-03 18:32 | 0 |
| 919 | Doomsday Engine | Bug | New | Normal | [Doom] Blast damage algorithm | | 2017-04-03 18:34 | 0 |
| 2012 | Doomsday Engine | Bug | New | Normal | [Doom] Boom bug in Memento Mori II | | 2017-04-03 13:50 | 0 |
| 2104 | Doomsday Engine | Bug | New | High | [Doom] Boss Brain generators incorrect position | | 2017-04-03 13:36 | 0 |
| 1081 | Doomsday Engine | Bug | New | Low | [Doom] Chainsaw sounds do not match original game | | 2019-11-29 22:58 | 0 |
| 959 | Doomsday Engine | Bug | New | Normal | [Doom] Crushed bad guys and tag666 | | 2017-04-03 18:34 | 0 |
| 970 | Doomsday Engine | Bug | New | Low | [Doom] Evil Eye height issue | | 2017-04-03 15:01 | 0 |
| 1593 | Doomsday Engine | Bug | New | Low | [Doom] Excess state in rocket explosion | | 2017-04-03 14:40 | 0 |
| 2258 | Doomsday Engine | Bug | New | Normal | [Doom] Falling through 3D bridges | | 2019-11-29 23:20 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1957 | Doomsday Engine | Bug | New | Low | [Doom] God Mode cheat doesn't respect Values def | | 2017-04-03 14:03 | 0 |
| 1416 | Doomsday Engine | Feature | New | Urgent | [Doom] Invisible "fuzz" effect | | 2017-04-03 18:43 | 0 |
| 1694 | Doomsday Engine | Feature | New | Low | [Doom] Invulnerability animation: full bright sync, apply tic rate | | 2017-04-03 18:56 | 0 |
| 2097 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Soul boucing accuracy in Ultimate Doom | | 2017-04-03 18:33 | 0 |
| 972 | Doomsday Engine | Bug | New | Normal | [Doom] Lost Souls infinite Z height | | 2017-04-03 14:55 | 0 |
| 968 | Doomsday Engine | Bug | New | Normal | [Doom] Mancubus attacks and high Z height differences | | 2017-04-03 18:34 | 0 |
| 1701 | Doomsday Engine | Bug | New | Normal | [Doom] Map08/ExM8 sound emulation | | 2017-04-03 18:33 | 0 |
| 925 | Doomsday Engine | Bug | New | Normal | [Doom] Map32: Secret exit quirk not replicated | | 2017-04-03 18:34 | 0 |
| 1965 | Doomsday Engine | Bug | New | High | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward | | 2018-07-29 16:53 | 0 |
| 251 | Doomsday Engine | Bug | Progressed | High | [Doom] Nightmare monsters sometimes not fast | | 2019-11-29 22:58 | 50 |
| 1921 | Doomsday Engine | Bug | New | Normal | [Doom] No screen wipe from map to post map InFine | | 2017-04-03 18:32 | 0 |
| 2013 | Doomsday Engine | Bug | New | Normal | [Doom] Pain Elemental Vanilla/Boom compatibility option | | 2017-04-03 18:33 | 0 |
| 2326 | Doomsday Engine | Bug | New | High | [Doom] PRCP map32; player incorrectly spawning as camera | | 2019-11-29 22:30 | 0 |
| 1096 | Doomsday Engine | Bug | New | Normal | [Doom] Red shadows in status bar font | | 2017-04-03 14:43 | 0 |
| 1827 | Doomsday Engine | Bug | New | High | [Doom] Revenant infinite loop case | | 2019-11-27 05:51 | 0 |
| 995 | Doomsday Engine | Bug | New | Low | [Doom] Shotgun Guy drops multiple Shotguns? | | 2017-04-03 14:53 | 0 |
| 1007 | Doomsday Engine | Bug | New | Normal | [Doom] Sound emitter overlap handling | | 2019-11-29 22:58 | 0 |
| 1963 | Doomsday Engine | Bug | New | High | [Doom] Spawning on top of a weapon leads to broken weapon (multiplayer) | | 2018-07-29 16:53 | 0 |
| 2350 | Doomsday Engine | Bug | New | Low | [Doom] Status bar drawing glitch in Doom Registered v1.1 | skyjake | 2020-01-03 06:48 | 0 |
| 966 | Doomsday Engine | Bug | Progressed | Normal | [Doom] Use of CWILV graphics on automap | | 2017-04-03 14:56 | 50 |
| 1925 | Doomsday Engine | Bug | New | Normal | [Doom] Values def can't change nightmare skill level option | | 2017-04-03 14:04 | 0 |
| 1532 | Doomsday Engine | Feature | New | Low | [Doom\|Heretic] Secret found message text | | 2019-11-29 15:44 | 0 |
| 2390 | Doomsday Engine | Feature | New | Normal | [FMOD] Ogg Vorbis custom loop point tags | skyjake | 2020-12-08 08:27 | 0 |
| 2067 | Doomsday Engine | Bug | New | Normal | [Heretic Multiplayer] Inventory doesn't auto scroll if can't use item | | 2018-07-29 16:53 | 0 |
| 2066 | Doomsday Engine | Bug | New | High | [Heretic Multiplayer] Iron Lich firewall doesn't expand | | 2018-07-29 16:53 | 0 |
| 2065 | Doomsday Engine | Bug | New | Normal | [Heretic Multiplayer] Wings of Wrath bugs | | 2018-07-29 16:53 | 0 |
| 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 |
| 1968 | Doomsday Engine | Bug | New | Low | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly) | | 2017-04-03 14:01 | 0 |
| 1032 | Doomsday Engine | Bug | New | Normal | [Heretic] Badguy auto/raise lower to camera | | 2017-04-03 14:46 | 0 |
| 1058 | Doomsday Engine | Bug | New | Low | [Heretic] D'sparil only supports up to 256 teleporter spots | | 2017-04-03 14:45 | 0 |
| 2385 | Doomsday Engine | Bug | New | Normal | [Heretic] Deactivating a one-time teleport | Deng Team | 2020-01-01 21:52 | 0 |
| 671 | Doomsday Engine | Bug | New | Normal | [Heretic] Enemy missile spreads have incorrect vertical aim | | 2017-04-03 14:57 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1059 | Doomsday Engine | Bug | New | Normal | [Heretic] Health counter jumps up and down | | 2017-04-03 14:44 | 0 |
| 1894 | Doomsday Engine | Bug | New | Normal | [Heretic] Map that relies on original footclipping | | 2017-04-03 18:33 | 0 |
| 2387 | Doomsday Engine | Feature | New | Normal | [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option) | Deng Team | 2020-01-01 21:53 | 0 |
| 2446 | Doomsday Engine | Bug | Resolved | High | [Heretic] Sky texture is stretched and only partially visible | skyjake | 2021-01-31 19:12 | 100 |
| 665 | Doomsday Engine | Bug | New | Low | [Heretic] Some missiles should not splash | | 2017-04-03 14:57 | 0 |
| 2388 | Doomsday Engine | Bug | New | Normal | [Heretic] Stuck monsters can close the "open stay" door | Deng Team | 2020-01-01 21:52 | 0 |
| 1744 | Doomsday Engine | Bug | New | Normal | [Heretic] Waterfall sounds switch from left to right (centered in vanilla) | | 2017-04-03 18:33 | 0 |
| 2096 | Doomsday Engine | Bug | New | Low | [Heretic] [HeXen] hud number one offset | | 2017-04-03 13:38 | 0 |
| 2107 | Doomsday Engine | Bug | New | Normal | [Heretic] [Hexen] Line attacks produce no sound on impact | | 2020-01-04 11:15 | 0 |
| 1516 | Doomsday Engine | Feature | New | Normal | [Heretic\|Hexen] Add Doom-like option for fast monsters | | 2018-10-27 15:56 | 0 |
| 511 | Doomsday Engine | Bug | New | Normal | [Heretic\|Hexen] Torch fix not applied (low ceiling) | | 2017-04-03 14:56 | 0 |
| 1644 | Doomsday Engine | Bug | New | Lowest | [HeXen beta demo] Should have Heretic crush behaviour | | 2017-04-03 18:34 | 0 |
| 2053 | Doomsday Engine | Feature | New | Normal | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO | | 2017-04-03 18:46 | 0 |
| 1004 | Doomsday Engine | Bug | New | Normal | [Hexen] 3D Tree_Destructive appearance is incorrect | | 2017-04-03 14:50 | 0 |
| 2152 | Doomsday Engine | Bug | New | Urgent | [Hexen] Afrits become stuck/invincible in multiplayer | | 2018-07-29 16:53 | 0 |
| 2068 | Doomsday Engine | Bug | New | Urgent | [HeXen] Badguys not retaining alerted status upon return to a map | skyjake | 2019-11-30 08:25 | 0 |
| 637 | Doomsday Engine | Bug | New | High | [Hexen] Class change in-game causes instability, issues | | 2017-04-03 14:57 | 0 |
| 1569 | Doomsday Engine | Feature | New | Lowest | [Hexen] Demo version cheat codes and "Beta" message | | 2019-11-29 19:16 | 0 |
| 1088 | Doomsday Engine | Bug | New | Low | [Hexen] Hud doesn't switch to INRED graphics when low on health | | 2017-04-03 14:43 | 0 |
| 1064 | Doomsday Engine | Bug | New | High | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine) | | 2016-11-22 14:21 | 0 |
| 753 | Doomsday Engine | Bug | New | Lowest | [Hexen] Invincible Afrits | | 2017-04-03 14:58 | 0 |
| 2156 | Doomsday Engine | Feature | New | Normal | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI) | | 2017-04-03 13:30 | 0 |
| 2007 | Doomsday Engine | Bug | New | Normal | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces | | 2018-10-27 15:53 | 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 |
| 1821 | Doomsday Engine | Bug | Progressed | High | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere) | skyjake | 2019-11-30 08:25 | 10 |
| 1045 | Doomsday Engine | Bug | New | Low | [Hexen] Moving platform sound loops while menu open | | 2019-11-29 22:58 | 0 |
| 2377 | Doomsday Engine | Feature | New | Lowest | [Hexen] Option for monster respawn rate | Deng Team | 2019-12-24 06:35 | 0 |
| 997 | Doomsday Engine | Bug | New | Normal | [Hexen] Player gets stuck in turning polyobjs | | 2019-11-29 22:58 | 0 |
| 2117 | Doomsday Engine | Bug | New | Normal | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4) | | 2017-04-03 18:33 | 0 |
| 2118 | Doomsday Engine | Bug | New | Normal | [HeXen] Possible mishandling of sector effect 200 (sky textures) | | 2017-04-03 18:34 | 0 |
| 2262 | Doomsday Engine | Bug | New | Normal | [Hexen] Quest switches in Griffin Chapel aren't working | skyjake | 2020-04-03 00:22 | 0 |
| 1554 | Doomsday Engine | Feature | New | Normal | [Hexen] Remove fixed MAX_TID_COUNT limit | | 2019-11-29 19:11 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2447 | Doomsday Engine | Bug | Resolved | Normal | [Hexen] Sky texture is not tall enough | skyjake | 2021-02-01 09:27 | 100 |
| 909 | Doomsday Engine | Bug | New | Normal | [Hexen] Tiny difference in Ettin behaviour | | 2017-04-03 18:34 | 0 |
| 915 | Doomsday Engine | Bug | New | Low | [Hexen] Wraithverge Ghosts incorrectly full bright | | 2017-04-03 18:32 | 0 |
| 1779 | Doomsday Engine | Feature | New | Normal | [Home] Show project news and dev blog | | 2019-11-29 20:27 | 0 |
| 1597 | Doomsday Engine | Bug | New | Low | [HUD] Psprite positioning too low | | 2017-04-03 15:04 | 0 |
| 1592 | Doomsday Engine | Bug | New | Low | [HUD] Weapon lower animation briefly restarts | | 2017-04-03 15:04 | 0 |
| 1389 | Doomsday Engine | Feature | New | Normal | [InFine] Check if resource originates from an IWAD | | 2019-11-29 18:38 | 0 |
| 1331 | Doomsday Engine | Feature | New | High | [InFine] Evaluate cvars with IF condition | | 2019-11-29 16:41 | 0 |
| 613 | Doomsday Engine | Bug | New | Low | [InFine] Inadvertent background animation | | 2017-04-03 14:57 | 0 |
| 10 | Doomsday Engine | Bug | New | Normal | [InFine] Line spacing for text | | 2017-04-03 14:41 | 0 |
| 1357 | Doomsday Engine | Feature | New | Normal | [InFine] More blending modes (add/mul/inv etc) | | 2019-11-29 16:43 | 0 |
| 1507 | Doomsday Engine | Feature | New | Normal | [InFine] Option to pause playing script if the game is paused | | 2017-04-03 18:48 | 0 |
| 1523 | Doomsday Engine | Feature | New | Normal | [Infine] Skill level checks | | 2019-11-29 18:57 | 0 |
| 1451 | Doomsday Engine | Feature | New | Normal | [InFine] stopsound | | 2019-11-29 18:45 | 0 |
| 1585 | Doomsday Engine | Feature | Progressed | Normal | [Map Hack] Extra plane (e.g., Hell Revealed II MAP01) | | 2019-12-15 08:03 | 0 |
| 1415 | Doomsday Engine | Feature | New | Low | [Master Server] Allow specifying server IP manually | | 2019-11-29 12:50 | 0 |
| 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 |
| 1972 | Doomsday Engine | Bug | New | Normal | [MP] Fast-moving planes not always reach destination on client-side | | 2018-07-29 16:53 | 0 |
| 2055 | Doomsday Engine | Bug | New | Normal | [MP] Multiple instances can't connect to a local server | | 2018-07-29 16:53 | 0 |
| 1883 | Doomsday Engine | Bug | New | Normal | [MP] no teleporter sound when spawning/respawning | | 2019-11-26 14:51 | 0 |
| 2054 | Doomsday Engine | Bug | New | Low | [MP] No weapon pickup notification in Hexen | | 2018-07-29 16:53 | 0 |
| 1457 | Doomsday Engine | Feature | New | Normal | [MP] Option to choose items/weapons/ammo on spawn | | 2019-11-29 18:30 | 0 |
| 1565 | Doomsday Engine | Feature | New | High | [MP] Option to remove MP flagged weapons in co-op | | 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 |
| 1441 | Doomsday Engine | Feature | New | Low | [MP] Option: weaponstay deathmatch | | 2019-11-29 15:31 | 0 |
| 1202 | Doomsday Engine | Feature | New | Normal | [MP] Options for Heretic co-op | | 2018-07-29 16:46 | 0 |
| 1401 | Doomsday Engine | Feature | New | Normal | [MP] Options for retaining or acquiring items/keys/weapons at (re)spawn; allow cheats with more granularity | | 2018-07-29 16:46 | 0 |
| 1213 | Doomsday Engine | Feature | New | Normal | [MP] Respawn items in co-op and deathmatch | | 2018-07-29 16:46 | 0 |
| 1988 | Doomsday Engine | Bug | New | Normal | [MP] When spawning on a weapon, weapon fires at speed of pistol | | 2018-07-29 16:53 | 0 |
| 1967 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled | | 2018-07-29 16:53 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 1885 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Incorrect player numbers in scoreboard between maps | | 2018-07-29 16:53 | 0 |
| 2386 | Doomsday Engine | Bug | New | Normal | [Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector) | skyjake | 2020-12-08 08:26 | 0 |
| 2399 | Doomsday Engine | Bug | New | Normal | [Render hack] TNT map21: Transparent doors | skyjake | 2020-12-08 08:26 | 0 |
| 566 | Doomsday Engine | Bug | Progressed | Low | [Resampler] Low quality sound samples play distorted | | 2017-04-03 14:57 | 0 |
| 2391 | Doomsday Engine | Feature | New | Normal | [SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback | Deng Team | 2020-01-03 05:00 | 0 |
| 2335 | Doomsday Engine | Feature | New | Normal | [Shell] Command line option for opening connection to a server address | | 2020-12-08 08:27 | 0 |
| 1851 | Doomsday Engine | Feature | New | Normal | [UI] Dynamic release notes | | 2019-11-30 08:09 | 0 |
| 2310 | Doomsday Engine | Bug | New | Low | [UI] Metadata text wrapping: should force-break very long words in Package Info popup | skyjake | 2019-12-01 22:25 | 0 |
| 2308 | Doomsday Engine | Bug | New | Normal | [UI] Package tags need to wrap to multiple lines | skyjake | 2019-12-01 22:23 | 0 |
| 2367 | Doomsday Engine | Bug | New | Low | [Unix] If directory "/usr/share/doomsday/data" exists, core packages not found | skyjake | 2020-12-08 08:26 | 0 |
| 1877 | Doomsday Engine | Feature | New | Normal | [Updater] Use Sparkle for automatic updates (on OS X) | skyjake | 2019-11-29 21:08 | 0 |
| 1723 | Doomsday Engine | Bug | New | Normal | [Value def's] impossible to remove pistol | | 2017-04-03 14:34 | 0 |
| 1042 | Doomsday Engine | Bug | New | High | [Windows] Alt key and console activation | | 2019-11-29 23:06 | 0 |
| 2265 | Doomsday Engine | Bug | New | Normal | [Windows] Improved fullscreen Alt-Tab / focus lost behavior | skyjake | 2018-10-27 16:03 | 0 |
| 1041 | Doomsday Engine | Bug | New | High | [Windows] Pressing Alt/AltGr key confuses turning | | 2019-11-29 23:06 | 0 |
| 1465 | Doomsday Engine | Feature | New | Normal | [XG] "Player needs object X" message | | 2017-04-03 18:48 | 0 |
| 1524 | Doomsday Engine | Feature | New | High | [XG] Ability to do anything with ammo, weapons and artefacts | | 2017-04-03 18:48 | 0 |
| 1537 | Doomsday Engine | Feature | New | Normal | [XG] Activation event option when changing line types | | 2017-04-03 18:48 | 0 |
| 1876 | Doomsday Engine | Bug | In Progress | High | [XG] Floor chains appear infunctional | skyjake | 2019-11-26 21:18 | 10 |
| 1467 | Doomsday Engine | Feature | New | High | [XG] Incorporate vanilla line/sector types | | 2017-04-03 18:48 | 0 |
| 1530 | Doomsday Engine | Feature | New | Normal | [XG] ltf_count requirement | | 2017-04-03 18:48 | 0 |
| 1526 | Doomsday Engine | Feature | New | Normal | [XG] Randomizing activation/deactivation wait timer | | 2017-04-03 18:48 | 0 |

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