

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject                                                                                | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|----------------------------------------------------------------------------------------|-----------|------------------|--------|
| 2472 | Doomsday Engine | Bug     | New         | Normal   | Build errors with LTO (Gentoo)                                                         | Deng Team | 2024-04-06 09:40 | 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      |
| 2470 | Doomsday Engine | Bug     | New         | Urgent   | File WAD cannot be played back.                                                        | Deng Team | 2022-09-28 19:55 | 0      |
| 2469 | Doomsday Engine | Feature | New         | Normal   | NVIDIA RTX Ray Tracing Support                                                         | Deng Team | 2022-08-30 04:21 | 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      |
| 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    |
| 2467 | Doomsday Engine | Bug     | New         | Normal   | Mods in Multiplayer                                                                    | Deng Team | 2021-10-23 18:51 | 0      |
| 2466 | Doomsday Engine | Bug     | New         | Normal   | Counters                                                                               | Deng Team | 2021-10-23 18:38 | 0      |
| 2465 | Doomsday Engine | Feature | New         | Normal   | Keeping arsenal in coop                                                                | Deng Team | 2021-10-23 18:36 | 0      |
| 2464 | Doomsday Engine | Bug     | New         | Normal   | Player's weapon problem in multiplayer                                                 | Deng Team | 2021-10-23 15:11 | 0      |
| 2376 | Doomsday Engine | Bug     | In Progress | Low      | Map geometry is garbled using GCC 5 on Fedora                                          | skyjake   | 2021-10-10 22:20 | 0      |
| 2463 | Doomsday Engine | Bug     | New         | Normal   | Game controllers                                                                       | skyjake   | 2021-09-02 23:15 | 0      |
| 2462 | Doomsday Engine | Bug     | New         | Normal   | Cannot Load any Cranium or Dr Sleep Master Levels                                      | Deng Team | 2021-08-07 06:15 | 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    |
| 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      |
| 2457 | Doomsday Engine | Bug     | New         | Normal   | Can't change sound settings in Manjaro linux                                           | Deng Team | 2021-04-27 16:26 | 0      |
| 2456 | Doomsday Engine | Bug     | New         | Normal   | Stable 2.3.1 linux: audio output is not saved                                          | skyjake   | 2021-04-14 19:27 | 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      |
| 2453 | Doomsday Engine | Feature | New         | Normal   | head bobbing model.weapon.* simple scale factor                                        | Deng Team | 2021-03-15 02:17 | 0      |
| 2450 | Doomsday Engine | Bug     | New         | Normal   | weapon stretched                                                                       | Deng Team | 2021-02-22 04:19 | 0      |
| 2452 | Doomsday Engine | Bug     | New         | Normal   | Clip code error                                                                        | Deng Team | 2021-02-19 18:33 | 0      |
| 2451 | Doomsday Engine | Bug     | New         | Normal   | ringing sound                                                                          | skyjake   | 2021-02-18 07:25 | 0      |
| 2449 | Doomsday Engine | Feature | New         | Normal   | FBX LOD                                                                                | skyjake   | 2021-02-17 21:38 | 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      |
| 2436 | Doomsday Engine | Bug     | In Progress | Normal   | Incompatibility with the new M1                                                        | skyjake   | 2021-02-03 13:32 | 100    |
| 2447 | Doomsday Engine | Bug     | Resolved    | Normal   | [Hexen] Sky texture is not tall enough                                                 | skyjake   | 2021-02-01 09:27 | 100    |
| 2446 | Doomsday Engine | Bug     | Resolved    | High     | [Heretic] Sky texture is stretched and only partially visible                          | skyjake   | 2021-01-31 19:12 | 100    |
| 2440 | Doomsday Engine | Bug     | New         | Normal   | [2.3] Render Hack Regressions                                                          | skyjake   | 2021-01-24 10:20 | 0      |
| 2444 | Doomsday Engine | Bug     | New         | Normal   | doom2-nerve: misaligned textures on map05                                              | skyjake   | 2021-01-14 11:30 | 0      |

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|------|-----------------|---------|----------|----------|-------------------------------------------------------------------------------------------|-----------|------------------|--------|
| 2443 | Doomsday Engine | Bug     | New      | Normal   | [3.0] External textures load process ignores game id subfolders                           | skyjake   | 2021-01-14 07:59 | 0      |
| 2442 | Doomsday Engine | Bug     | Resolved | Low      | Plane texture misalignment with non-64x64 size                                            | skyjake   | 2021-01-13 22:06 | 100    |
| 2439 | Doomsday Engine | Feature | New      | Normal   | Copy/paste to/from clipboard in the command prompt                                        | Deng Team | 2021-01-03 07:22 | 0      |
| 2438 | Doomsday Engine | Bug     | New      | Normal   | Support for non vanilla length hubs                                                       | Deng Team | 2020-12-10 19:12 | 0      |
| 2335 | Doomsday Engine | Feature | New      | Normal   | [Shell] Command line option for opening connection to a server address                    |           | 2020-12-08 08:27 | 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      |
| 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      |
| 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      |
| 2403 | Doomsday Engine | Feature | New      | Normal   | User-provided particle texture flipbook (atlas)                                           | skyjake   | 2020-12-08 08:27 | 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      |
| 1986 | Doomsday Engine | Feature | New      | High     | [MP] Configure what the server does when an episode ends                                  | skyjake   | 2020-12-08 08:27 | 0      |
| 2390 | Doomsday Engine | Feature | New      | Normal   | [FMOD] Ogg Vorbis custom loop point tags                                                  | skyjake   | 2020-12-08 08:27 | 0      |
| 2320 | Doomsday Engine | Feature | New      | Normal   | Re-enable XG dummy line                                                                   |           | 2020-12-08 08:27 | 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      |
| 2435 | Doomsday Engine | Bug     | New      | Normal   | Plutonia: invisible bridges: wrong floor texture placement                                | skyjake   | 2020-12-08 08:26 | 0      |
| 2363 | Doomsday Engine | Bug     | New      | Normal   | Light Amplification powerup doesn't affect psprite 3D models                              | skyjake   | 2020-12-08 08:26 | 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      |
| 2382 | Doomsday Engine | Bug     | New      | High     | Recognizing IWAD/PWAD files with more accuracy (using CRC-32)                             | skyjake   | 2020-12-08 08:26 | 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      |
| 2433 | Doomsday Engine | Feature | New      | Normal   | HACX 2.0r61                                                                               | Deng Team | 2020-12-07 19:02 | 0      |
| 2434 | Doomsday Engine | Feature | New      | Normal   | CHEX3 v1.4                                                                                | Deng Team | 2020-12-07 19:02 | 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      |
| 2432 | Doomsday Engine | Bug     | New      | Normal   | Hexen: Heresiarch is very fast on Chantry (HEXDD)                                         | skyjake   | 2020-12-07 15:34 | 0      |
| 2437 | Doomsday Engine | Bug     | New      | Normal   | Application terminated due to exception: std::bad_alloc                                   | Deng Team | 2020-12-06 17:29 | 0      |
| 2430 | Doomsday Engine | Feature | New      | Normal   | Add support for Bethesda.net official addon PWADs                                         | Deng Team | 2020-09-17 14:28 | 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      |
| 1658 | Doomsday Engine | Feature | New      | High     | Automatic port forwarding (UPnP/NAT-PMP/PCP)                                              | skyjake   | 2020-05-10 11:14 | 0      |

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| 778  | Doomsday Engine | Bug     | Progressed  | Urgent   | Gamepad usability issues                                                                                                |           | 2020-05-10 11:09 | 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      |
| 2421 | Doomsday Engine | Bug     | New         | Lowest   | Multiplayer "zombie player" voodoo spawnspot                                                                            | Deng Team | 2020-04-19 15:46 | 0      |
| 2420 | Doomsday Engine | Feature | New         | Normal   | Heretic: new visual effects, light decorations and particle generators                                                  | Deng Team | 2020-04-18 00:57 | 0      |
| 2262 | Doomsday Engine | Bug     | New         | Normal   | [Hexen] Quest switches in Griffin Chapel aren't working                                                                 | skyjake   | 2020-04-03 00:22 | 0      |
| 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      |
| 2370 | Doomsday Engine | Bug     | In Progress | Normal   | [2.3 Unstable] Render Hack Regressions                                                                                  | skyjake   | 2020-02-23 15:13 | 90     |
| 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      |
| 2160 | Doomsday Engine | Feature | Progressed  | Low      | Custom screenshader support and profiles                                                                                | Deng Team | 2020-02-04 21:49 | 20     |
| 2407 | Doomsday Engine | Feature | New         | Normal   | "follow / no follow" in the automap settings                                                                            | Deng Team | 2020-01-28 01:23 | 0      |
| 2404 | Doomsday Engine | Bug     | New         | Normal   | REKKR compatibility issues                                                                                              | skyjake   | 2020-01-22 06:33 | 0      |
| 2398 | Doomsday Engine | Bug     | New         | Normal   | Incorrect texture mapping                                                                                               | Deng Team | 2020-01-07 15:57 | 0      |
| 2394 | Doomsday Engine | Feature | New         | Normal   | Episodes defined in game profile                                                                                        | Deng Team | 2020-01-05 12:52 | 0      |
| 2395 | Doomsday Engine | Feature | New         | Normal   | Exporting and importing game profiles (files and dengine.net)                                                           | Deng Team | 2020-01-05 09:07 | 0      |
| 2107 | Doomsday Engine | Bug     | New         | Normal   | [Heretic] [Hexen] Line attacks produce no sound on impact                                                               |           | 2020-01-04 11:15 | 0      |
| 2350 | Doomsday Engine | Bug     | New         | Low      | [Doom] Status bar drawing glitch in Doom Registered v1.1                                                                | skyjake   | 2020-01-03 06:48 | 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      |
| 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      |
| 2388 | Doomsday Engine | Bug     | New         | Normal   | [Heretic] Stuck monsters can close the "open stay" door                                                                 | Deng Team | 2020-01-01 21:52 | 0      |
| 2385 | Doomsday Engine | Bug     | New         | Normal   | [Heretic] Deactivating a one-time teleport                                                                              | Deng Team | 2020-01-01 21:52 | 0      |
| 1648 | Doomsday Engine | Feature | Progressed  | Urgent   | Complete vanilla DOOM emulation                                                                                         |           | 2019-12-31 11:10 | 0      |
| 2304 | Doomsday Engine | Feature | New         | Normal   | OGG/FLAC custom loop tags                                                                                               | skyjake   | 2019-12-31 11:05 | 0      |
| 2383 | Doomsday Engine | Feature | New         | Normal   | Stereo rendering convergence setting                                                                                    | Deng Team | 2019-12-27 14:41 | 0      |
| 2377 | Doomsday Engine | Feature | New         | Lowest   | [Hexen] Option for monster respawn rate                                                                                 | Deng Team | 2019-12-24 06:35 | 0      |
| 2354 | Doomsday Engine | Bug     | In Progress | Normal   | Compatibility with TNT: Revilution (MAP30)                                                                              | skyjake   | 2019-12-18 21:41 | 50     |
| 1539 | Doomsday Engine | Feature | Progressed  | Normal   | Armor, powerups (object status) controls 3D model representation                                                        | skyjake   | 2019-12-15 15:28 | 70     |
| 1585 | Doomsday Engine | Feature | Progressed  | Normal   | [Map Hack] Extra plane (e.g., Hell Revealed II MAP01)                                                                   |           | 2019-12-15 08:03 | 0      |
| 1603 | Doomsday Engine | Feature | Progressed  | Urgent   | Support for id Tech 1 map hacks                                                                                         |           | 2019-12-15 07:34 | 50     |
| 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      |
| 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      |

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|------|-----------------|---------|------------|----------|---------------------------------------------------------------------------------------|-----------|------------------|--------|
| 2235 | Doomsday Engine | Bug     | New        | Normal   | Afrits sometimes become invisible when frozen                                         | skyjake   | 2019-12-01 22:27 | 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      |
| 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      |
| 2301 | Doomsday Engine | Bug     | New        | Normal   | Restart playing MIDI music using new soundfont after changing soundfont in Settings   |           | 2019-12-01 21:47 | 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      |
| 1821 | Doomsday Engine | Bug     | Progressed | High     | [Hexen] Monsters do not always awaken (Seven Portals and elsewhere)                   | skyjake   | 2019-11-30 08:25 | 10     |
| 1851 | Doomsday Engine | Feature | New        | Normal   | [UI] Dynamic release notes                                                            |           | 2019-11-30 08:09 | 0      |
| 1591 | Doomsday Engine | Bug     | Progressed | Low      | [BSP] Fully overlapped map geometry is not always split                               |           | 2019-11-30 08:06 | 50     |
| 552  | Doomsday Engine | Bug     | New        | Normal   | Ambient occlusion on middle surfaces of 2-sided lines                                 |           | 2019-11-30 08:05 | 0      |
| 2355 | Doomsday Engine | Feature | New        | Normal   | Build must fail on macOS notarization error                                           | Deng Team | 2019-11-30 08:03 | 0      |
| 1768 | Doomsday Engine | Feature | Progressed | High     | Boom compatibility                                                                    |           | 2019-11-29 23:29 | 20     |
| 1622 | Doomsday Engine | Feature | New        | Urgent   | Vanilla depth shading                                                                 |           | 2019-11-29 23:23 | 0      |
| 2109 | Doomsday Engine | Bug     | New        | High     | [Doom] "Doomsday of UAC" invisible stairs not climable                                |           | 2019-11-29 23:22 | 0      |
| 2258 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Falling through 3D bridges                                                     |           | 2019-11-29 23:20 | 0      |
| 390  | Doomsday Engine | Feature | New        | Low      | Alignpitch/yaw flags for model particles                                              |           | 2019-11-29 23:09 | 0      |
| 2085 | Doomsday Engine | Bug     | Progressed | Normal   | [Dehacked] Sprite name table patches not supported (Crashes)                          |           | 2019-11-29 23:06 | 0      |
| 1844 | Doomsday Engine | Feature | New        | Normal   | Support ZDoom's skill definitions in MAPINFO                                          |           | 2019-11-29 23:06 | 0      |
| 2015 | Doomsday Engine | Feature | Progressed | Normal   | Remove server-side audio system                                                       |           | 2019-11-29 23:06 | 50     |
| 1929 | Doomsday Engine | Bug     | Progressed | Normal   | Sprite priority handling                                                              |           | 2019-11-29 23:06 | 0      |
| 1952 | Doomsday Engine | Bug     | Progressed | Normal   | Eternal Doom MAP26 malformed map hack causing memory release error                    |           | 2019-11-29 23:06 | 0      |
| 1996 | Doomsday Engine | Feature | Progressed | High     | Engine-managed "map spot / point of interest" mechanism                               |           | 2019-11-29 23:06 | 20     |
| 1471 | Doomsday Engine | Feature | New        | Normal   | Standard definitions should conform to vanilla                                        |           | 2019-11-29 23:06 | 0      |
| 1325 | Doomsday Engine | Feature | Progressed | High     | Boom line types and sectors                                                           |           | 2019-11-29 23:06 | 20     |
| 1808 | Doomsday Engine | Bug     | Progressed | High     | New sprites in addons do not work                                                     |           | 2019-11-29 23:06 | 0      |
| 1840 | Doomsday Engine | Feature | Progressed | Normal   | Support ZDoom-extended MAPINFO format                                                 |           | 2019-11-29 23:06 | 47     |
| 1078 | Doomsday Engine | Bug     | New        | High     | Patch texture composition logic errors                                                |           | 2019-11-29 23:06 | 0      |
| 1640 | Doomsday Engine | Feature | Progressed | Normal   | Support for id Tech 1 audio/graphic resource hacks                                    |           | 2019-11-29 23:06 | 0      |
| 1541 | Doomsday Engine | Feature | Progressed | High     | Joystick axis settings (sensitivity, max speed)                                       |           | 2019-11-29 23:06 | 50     |
| 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      |
| 1041 | Doomsday Engine | Bug     | New        | High     | [Windows] Pressing Alt/AltGr key confuses turning                                     |           | 2019-11-29 23:06 | 0      |
| 877  | Doomsday Engine | Bug     | New        | High     | Texture offset anomaly                                                                |           | 2019-11-29 23:06 | 0      |

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| 1042 | Doomsday Engine | Bug     | New        | High     | [Windows] Alt key and console activation                                     |          | 2019-11-29 23:06 | 0      |
| 921  | Doomsday Engine | Bug     | Progressed | High     | Blockmap-defined Linedef crossing order                                      |          | 2019-11-29 23:06 | 30     |
| 287  | Doomsday Engine | Bug     | Progressed | Low      | Changes to BLOOD states ignored                                              |          | 2019-11-29 23:04 | 0      |
| 2056 | Doomsday Engine | Bug     | New        | Normal   | Moving platforms sound origin incorrect                                      |          | 2019-11-29 23:01 | 0      |
| 1735 | Doomsday Engine | Bug     | New        | Low      | Doom2 PWAD save games use level name from IWAD                               |          | 2019-11-29 22:59 | 0      |
| 1076 | Doomsday Engine | Bug     | New        | Normal   | [Doom] 3d movement option broken                                             |          | 2019-11-29 22:58 | 0      |
| 1081 | Doomsday Engine | Bug     | New        | Low      | [Doom] Chainsaw sounds do not match original game                            |          | 2019-11-29 22:58 | 0      |
| 1129 | Doomsday Engine | Bug     | New        | Normal   | Various mobj Z movement clipping bugs                                        |          | 2019-11-29 22:58 | 0      |
| 1598 | Doomsday Engine | Bug     | New        | Low      | Strange vertical view bobbing when running into walls                        |          | 2019-11-29 22:58 | 0      |
| 1661 | Doomsday Engine | Bug     | New        | Normal   | [Deathkings] Bad behavior of object in lift (mobj hitbox overlap)            |          | 2019-11-29 22:58 | 0      |
| 997  | Doomsday Engine | Bug     | New        | Normal   | [Hexen] Player gets stuck in turning polyobjs                                |          | 2019-11-29 22:58 | 0      |
| 1045 | Doomsday Engine | Bug     | New        | Low      | [Hexen] Moving platform sound loops while menu open                          |          | 2019-11-29 22:58 | 0      |
| 1007 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Sound emitter overlap handling                                        |          | 2019-11-29 22:58 | 0      |
| 251  | Doomsday Engine | Bug     | Progressed | High     | [Doom] Nightmare monsters sometimes not fast                                 |          | 2019-11-29 22:58 | 50     |
| 2289 | Doomsday Engine | Feature | New        | Normal   | Filtering game profiles in Home using search terms                           | skyjake  | 2019-11-29 22:50 | 0      |
| 1183 | Doomsday Engine | Feature | New        | Normal   | Default values printed with "help"                                           |          | 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      |
| 1513 | Doomsday Engine | Feature | New        | Low      | Examples with escaped quotes in context help for ccmd alias                  | skyjake  | 2019-11-29 22:50 | 0      |
| 1793 | Doomsday Engine | Feature | New        | Normal   | Use rich formatting in help strings                                          | skyjake  | 2019-11-29 22:49 | 0      |
| 2336 | Doomsday Engine | Feature | New        | Normal   | Comprehensive server info and metadata                                       |          | 2019-11-29 22:42 | 0      |
| 2333 | Doomsday Engine | Feature | New        | Normal   | Extend info about server wads (filename, checksum)                           |          | 2019-11-29 22:35 | 0      |
| 2332 | Doomsday Engine | Bug     | New        | Normal   | Duplicate server entries on master-server                                    |          | 2019-11-29 22:33 | 0      |
| 2324 | Doomsday Engine | Bug     | New        | Normal   | Sky texture issue upon MOD loading/unloading in game                         |          | 2019-11-29 22:31 | 0      |
| 2331 | Doomsday Engine | Bug     | New        | Normal   | Server doesn't check wads (connecting via command line)                      |          | 2019-11-29 22:31 | 0      |
| 2326 | Doomsday Engine | Bug     | New        | High     | [Doom] PRCP map32; player incorrectly spawning as camera                     |          | 2019-11-29 22:30 | 0      |
| 2325 | Doomsday Engine | Feature | New        | High     | A way to vote for a specific map                                             |          | 2019-11-29 22:29 | 0      |
| 2323 | Doomsday Engine | Bug     | New        | Normal   | Saved games are deleted after opening game                                   |          | 2019-11-29 22:26 | 0      |
| 2292 | Doomsday Engine | Feature | New        | Normal   | Indication of an options default setting                                     |          | 2019-11-29 22:21 | 0      |
| 2241 | Doomsday Engine | Feature | Progressed | Normal   | Configure games via Home UI (advanced users, cf. autoexec.cfg)               | skyjake  | 2019-11-29 22:19 | 50     |
| 2123 | Doomsday Engine | Feature | New        | Low      | Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses... |          | 2019-11-29 22:15 | 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      |
| 2035 | Doomsday Engine | Feature | New        | Normal   | Map lighting editor (volume, surface, and point sources)                     |          | 2019-11-29 21:59 | 0      |
| 2032 | Doomsday Engine | Feature | New        | Normal   | Game world debugger/inspector sidebar                                        |          | 2019-11-29 21:58 | 0      |

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|------|-----------------|---------|-------------|----------|----------------------------------------------------------------------------------------------|-----------|------------------|--------|
| 2027 | Doomsday Engine | Bug     | New         | Normal   | Doom64TC map is missing 'on' textures for switches                                           |           | 2019-11-29 21:58 | 0      |
| 2025 | Doomsday Engine | Bug     | Progressed  | Normal   | Doom64TC does not have a fully functional HUD                                                | rhargrave | 2019-11-29 21:57 | 80     |
| 2021 | Doomsday Engine | Bug     | New         | High     | Doom64's ingame music is severely broken                                                     |           | 2019-11-29 21:57 | 0      |
| 1976 | Doomsday Engine | Feature | New         | Normal   | Replace old Save/Load menu with new UI widgets                                               | skyjake   | 2019-11-29 21:56 | 0      |
| 1891 | Doomsday Engine | Feature | Progressed  | Low      | Notification area animations                                                                 | skyjake   | 2019-11-29 21:37 | 10     |
| 1745 | Doomsday Engine | Feature | Progressed  | Normal   | Performance optimization                                                                     |           | 2019-11-29 21:36 | 40     |
| 1687 | Doomsday Engine | Feature | Progressed  | Normal   | In-game error dialogs (e.g., corrupt savegame)                                               |           | 2019-11-29 21:36 | 50     |
| 1647 | Doomsday Engine | Feature | Progressed  | High     | Replace FS1 with FS2-based resource management                                               | skyjake   | 2019-11-29 21:33 | 30     |
| 1607 | Doomsday Engine | Feature | New         | Normal   | Reset settings to defaults                                                                   |           | 2019-11-29 21:33 | 40     |
| 1604 | Doomsday Engine | Feature | New         | High     | Game rules (1p and MP)                                                                       |           | 2019-11-29 21:33 | 20     |
| 1573 | Doomsday Engine | Feature | New         | Normal   | Setting for number of samples used for antialiasing                                          |           | 2019-11-29 21:31 | 0      |
| 1566 | Doomsday Engine | Feature | New         | Normal   | [Automap] Reset line colors                                                                  |           | 2019-11-29 21:31 | 0      |
| 1480 | Doomsday Engine | Feature | New         | Normal   | Include screenshot in savegames                                                              |           | 2019-11-29 21:28 | 0      |
| 4    | Doomsday Engine | Feature | In Progress | Normal   | UI improvements                                                                              | skyjake   | 2019-11-29 21:27 | 80     |
| 1394 | Doomsday Engine | Feature | New         | High     | Consistent map scoping in definitions                                                        |           | 2019-11-29 21:25 | 0      |
| 1252 | Doomsday Engine | Feature | Progressed  | High     | Integrate Hexen features into libcommon                                                      |           | 2019-11-29 21:24 | 40     |
| 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      |
| 2023 | Doomsday Engine | Feature | New         | Low      | New Doom 64 plugin (accurate gameplay, original ROM)                                         |           | 2019-11-29 21:20 | 0      |
| 1979 | Doomsday Engine | Feature | Feedback    | Normal   | Additional sound formats                                                                     |           | 2019-11-29 21:15 | 0      |
| 1970 | Doomsday Engine | Feature | New         | Normal   | Scriptable map entry/exit, cycling                                                           |           | 2019-11-29 21:13 | 0      |
| 1938 | Doomsday Engine | Feature | New         | Low      | Polyobjs represented by 3D models                                                            |           | 2019-11-29 21:12 | 0      |
| 1917 | Doomsday Engine | Feature | New         | Normal   | Copy alert text to Clipboard                                                                 |           | 2019-11-29 21:10 | 0      |
| 1905 | Doomsday Engine | Feature | New         | Low      | God mode console cheat that doesn't restore health                                           |           | 2019-11-29 21:09 | 0      |
| 1877 | Doomsday Engine | Feature | New         | Normal   | [Updater] Use Sparkle for automatic updates (on OS X)                                        | skyjake   | 2019-11-29 21:08 | 0      |
| 1867 | Doomsday Engine | Feature | New         | Normal   | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)                                   |           | 2019-11-29 21:07 | 0      |
| 1865 | Doomsday Engine | Feature | New         | Normal   | Align 3D model's head with the target's direction                                            |           | 2019-11-29 21:06 | 0      |
| 1864 | Doomsday Engine | Feature | New         | Normal   | Remember material, particle and decoration animation states in saved games                   |           | 2019-11-29 21:06 | 0      |
| 1858 | Doomsday Engine | Bug     | New         | Low      | 0 tic/time handling                                                                          |           | 2019-11-29 21:05 | 0      |
| 1512 | Doomsday Engine | Feature | New         | Normal   | List all impulses in context help for ccmd impulse                                           |           | 2019-11-29 20:27 | 0      |
| 1779 | Doomsday Engine | Feature | New         | Normal   | [Home] Show project news and dev blog                                                        |           | 2019-11-29 20:27 | 0      |
| 1649 | Doomsday Engine | Feature | New         | Low      | Option to disable HUD/menu font upscaling                                                    |           | 2019-11-29 20:26 | 0      |
| 1406 | Doomsday Engine | Feature | New         | Normal   | Record particles and other effects in demos                                                  |           | 2019-11-29 20:24 | 0      |

| #    | Project         | Tracker | Status     | Priority | Subject                                                    | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|------------------------------------------------------------|-----------|------------------|--------|
| 1633 | Doomsday Engine | Feature | New        | High     | Console commands and Doomsday Script                       | skyjake   | 2019-11-29 20:24 | 0      |
| 9    | Doomsday Engine | Feature | Progressed | High     | Use local server to run single-player games                |           | 2019-11-29 20:21 | 0      |
| 1765 | Doomsday Engine | Feature | New        | High     | Multiplayer savegames (co-op)                              | skyjake   | 2019-11-29 20:20 | 0      |
| 1614 | Doomsday Engine | Feature | New        | High     | Improved demo recording and playback                       |           | 2019-11-29 20:20 | 0      |
| 1764 | Doomsday Engine | Feature | New        | Normal   | DMU 2.0: Generate network deltas                           |           | 2019-11-29 20:19 | 0      |
| 1763 | Doomsday Engine | Feature | New        | Normal   | Autosaving                                                 |           | 2019-11-29 20:19 | 0      |
| 1762 | Doomsday Engine | Feature | New        | Normal   | Game hierarchy                                             |           | 2019-11-29 20:18 | 0      |
| 1757 | Doomsday Engine | Feature | New        | High     | Separate server and client sources                         |           | 2019-11-29 20:17 | 20     |
| 1749 | Doomsday Engine | Feature | New        | High     | Built-in effects should come in resource packs             | skyjake   | 2019-11-29 20:15 | 0      |
| 1726 | Doomsday Engine | Feature | New        | Normal   | Remapping the colours on a texture via material def        |           | 2019-11-29 19:26 | 0      |
| 1727 | Doomsday Engine | Feature | New        | Normal   | Apply colored sector lighting by sector via DED            |           | 2019-11-29 19:26 | 0      |
| 1698 | Doomsday Engine | Feature | New        | Normal   | Editor for particle generators                             |           | 2019-11-29 19:23 | 0      |
| 1646 | Doomsday Engine | Feature | New        | Normal   | Stereo 3D enhancements                                     |           | 2019-11-29 19:22 | 0      |
| 1412 | Doomsday Engine | Feature | New        | Low      | Camera effect: screen shaking                              |           | 2019-11-29 19:21 | 0      |
| 1447 | Doomsday Engine | Feature | New        | Normal   | Co-op player actions (giving, healing)                     |           | 2019-11-29 19:19 | 0      |
| 1414 | Doomsday Engine | Feature | New        | Normal   | Generate particles when touching a plane                   |           | 2019-11-29 19:19 | 0      |
| 1571 | Doomsday Engine | Feature | New        | Normal   | On screen notification for Always Run                      |           | 2019-11-29 19:18 | 0      |
| 1569 | Doomsday Engine | Feature | New        | Lowest   | [Hexen] Demo version cheat codes and "Beta" message        |           | 2019-11-29 19:16 | 0      |
| 1563 | Doomsday Engine | Feature | New        | Normal   | Weapon text defs affect the Controls menu                  |           | 2019-11-29 19:15 | 0      |
| 1559 | Doomsday Engine | Feature | New        | Low      | State and sprite without a mobj (SMT2A0/STLAG)             |           | 2019-11-29 19:14 | 0      |
| 1554 | Doomsday Engine | Feature | New        | Normal   | [Hexen] Remove fixed MAX_TID_COUNT limit                   |           | 2019-11-29 19:11 | 0      |
| 1547 | Doomsday Engine | Feature | New        | Low      | Command for manipulating numeric controls                  |           | 2019-11-29 19:09 | 0      |
| 1542 | Doomsday Engine | Feature | New        | High     | Use hit origin for Damage generator                        |           | 2019-11-29 19:08 | 0      |
| 1620 | Doomsday Engine | Feature | Progressed | High     | XG 2.0                                                     | Deng Team | 2019-11-29 19:05 | 20     |
| 1535 | Doomsday Engine | Feature | New        | Normal   | Option for fullbright textures affected by colored sectors |           | 2019-11-29 19:02 | 0      |
| 1531 | Doomsday Engine | Feature | New        | Normal   | "take" cmd to take away pickup powers                      |           | 2019-11-29 19:01 | 30     |
| 1529 | Doomsday Engine | Feature | New        | Normal   | Sound affected by the world                                |           | 2019-11-29 18:59 | 0      |
| 1523 | Doomsday Engine | Feature | New        | Normal   | [Infine] Skill level checks                                |           | 2019-11-29 18:57 | 0      |
| 1514 | Doomsday Engine | Feature | New        | Low      | GZdoom-like HUD (showing more information)                 |           | 2019-11-29 18:52 | 0      |
| 1489 | Doomsday Engine | Feature | New        | Normal   | Separate decor definitions for different plane types       |           | 2019-11-29 18:50 | 0      |
| 1488 | Doomsday Engine | Feature | New        | Normal   | Extended Hexen fullscreen HUD                              |           | 2019-11-29 18:49 | 0      |
| 1459 | Doomsday Engine | Feature | New        | Normal   | Replacement of MT_POD unique behavior with flag            |           | 2019-11-29 18:49 | 0      |
| 1475 | Doomsday Engine | Feature | New        | Normal   | Spawnmobj "deaf" things                                    |           | 2019-11-29 18:46 | 0      |

| #    | Project         | Tracker | Status     | Priority | Subject                                                                 | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|-------------------------------------------------------------------------|----------|------------------|--------|
| 1451 | Doomsday Engine | Feature | New        | Normal   | [InFine] stopsound                                                      |          | 2019-11-29 18:45 | 0      |
| 1618 | Doomsday Engine | Feature | New        | Normal   | Decorations/effects for game events (power up, damage, etc.)            |          | 2019-11-29 18:43 | 0      |
| 1430 | Doomsday Engine | Feature | New        | Normal   | Particle generator decorations (e.g., particles from a wall)            |          | 2019-11-29 18:40 | 0      |
| 1389 | Doomsday Engine | Feature | New        | Normal   | [InFine] Check if resource originates from an IWAD                      |          | 2019-11-29 18:38 | 0      |
| 1386 | Doomsday Engine | Feature | New        | Normal   | Stopping monster infighting                                             |          | 2019-11-29 18:37 | 0      |
| 1376 | Doomsday Engine | Feature | New        | Normal   | Externally spawned mobs                                                 |          | 2019-11-29 18:36 | 0      |
| 1616 | Doomsday Engine | Feature | New        | Normal   | Selector for sprites                                                    |          | 2019-11-29 18:35 | 0      |
| 1568 | Doomsday Engine | Feature | New        | Normal   | [Automap] Option for hiding non-blocking lines                          |          | 2019-11-29 18:32 | 0      |
| 1457 | Doomsday Engine | Feature | New        | Normal   | [MP] Option to choose items/weapons/ammo on spawn                       |          | 2019-11-29 18:30 | 0      |
| 1576 | Doomsday Engine | Feature | New        | Normal   | [MP] Option to retain weapons+ammo after death in co-op                 |          | 2019-11-29 18:28 | 0      |
| 1602 | Doomsday Engine | Feature | New        | Normal   | Improvements for map title in automap                                   |          | 2019-11-29 18:27 | 0      |
| 1373 | Doomsday Engine | Feature | New        | Normal   | Improved ambient sounds                                                 |          | 2019-11-29 16:45 | 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      |
| 1336 | Doomsday Engine | Feature | New        | Normal   | Random textured particle direction                                      |          | 2019-11-29 16:43 | 0      |
| 1335 | Doomsday Engine | Feature | New        | Normal   | Random particle types                                                   |          | 2019-11-29 16:42 | 0      |
| 1331 | Doomsday Engine | Feature | New        | High     | [InFine] Evaluate cvars with IF condition                               |          | 2019-11-29 16:41 | 0      |
| 1316 | Doomsday Engine | Feature | New        | Normal   | HHE support                                                             |          | 2019-11-29 16:39 | 0      |
| 1314 | Doomsday Engine | Feature | New        | Normal   | Particle spawn rate affected by mobj visibility                         |          | 2019-11-29 16:38 | 0      |
| 1407 | Doomsday Engine | Feature | Progressed | Normal   | Customizable console keys                                               |          | 2019-11-29 16:36 | 20     |
| 1361 | Doomsday Engine | Feature | Progressed | Normal   | Rotation of objects away from walls during map load                     |          | 2019-11-29 16:34 | 20     |
| 1548 | Doomsday Engine | Feature | Progressed | Normal   | Multi-monitor support                                                   |          | 2019-11-29 16:33 | 40     |
| 1308 | Doomsday Engine | Feature | Progressed | High     | Splitscreen multiplayer                                                 |          | 2019-11-29 16:28 | 40     |
| 1301 | Doomsday Engine | Feature | Progressed | High     | Redesigned DED Reader                                                   | skyjake  | 2019-11-29 16:27 | 80     |
| 1296 | Doomsday Engine | Feature | New        | Normal   | Light Stages for animated light sources                                 |          | 2019-11-29 16:24 | 0      |
| 1289 | Doomsday Engine | Feature | New        | High     | Flat-triggered particle generators created/destroyed on material change |          | 2019-11-29 16:23 | 0      |
| 1266 | Doomsday Engine | Feature | New        | High     | Sound decorations                                                       |          | 2019-11-29 16:21 | 0      |
| 1264 | Doomsday Engine | Feature | New        | Normal   | Conditional decorations                                                 |          | 2019-11-29 16:20 | 0      |
| 1242 | Doomsday Engine | Feature | New        | High     | Player weapon particle muzzle flashes (for external viewers only)       |          | 2019-11-29 16:19 | 0      |
| 1203 | Doomsday Engine | Feature | Progressed | High     | Additional save slots — revised save management                         | skyjake  | 2019-11-29 16:18 | 30     |
| 1201 | Doomsday Engine | Feature | New        | High     | Dynamic shadows                                                         | skyjake  | 2019-11-29 16:15 | 50     |
| 1194 | Doomsday Engine | Feature | New        | High     | Viewing other players' cameras ("spy" command)                          |          | 2019-11-29 16:14 | 0      |
| 1190 | Doomsday Engine | Feature | Progressed | High     | External scripts for mobj behavior                                      | skyjake  | 2019-11-29 16:13 | 30     |



| #    | Project         | Tracker | Status      | Priority | Subject                                                                                          | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|--------------------------------------------------------------------------------------------------|-----------|------------------|--------|
| 1153 | Doomsday Engine | Feature | New         | High     | Customizable intermissions                                                                       |           | 2019-11-29 16:09 | 0      |
| 1231 | Doomsday Engine | Feature | New         | Normal   | Ragdoll physics                                                                                  |           | 2019-11-29 16:05 | 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      |
| 1677 | Doomsday Engine | Feature | New         | Low      | Square particle shape (option, as alternative to round particles)                                |           | 2019-11-29 15:51 | 0      |
| 1546 | Doomsday Engine | Feature | New         | Low      | Option for particle generator to hide sprite                                                     |           | 2019-11-29 15:45 | 0      |
| 1532 | Doomsday Engine | Feature | New         | Low      | [Doom Heretic] Secret found message text                                                         |           | 2019-11-29 15:44 | 0      |
| 1441 | Doomsday Engine | Feature | New         | Low      | [MP] Option: weaponstay deathmatch                                                               |           | 2019-11-29 15:31 | 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      |
| 438  | Doomsday Engine | Feature | New         | Low      | Accurately hit testing fast projectiles (compatibility option)                                   |           | 2019-11-29 15:24 | 0      |
| 1265 | Doomsday Engine | Feature | New         | Low      | Map-specific definitions in a WAD lump                                                           |           | 2019-11-29 15:21 | 0      |
| 1415 | Doomsday Engine | Feature | New         | Low      | [Master Server] Allow specifying server IP manually                                              |           | 2019-11-29 12:50 | 0      |
| 1758 | Doomsday Engine | Feature | New         | Low      | Separate left/right modifier keys (Shift, Alt, etc.)                                             | skyjake   | 2019-11-29 12:37 | 0      |
| 1767 | Doomsday Engine | Feature | New         | High     | Network delta profiler                                                                           |           | 2019-11-29 12:33 | 0      |
| 2281 | Doomsday Engine | Feature | New         | Normal   | Apply Values in Hexen                                                                            | skyjake   | 2019-11-29 12:31 | 0      |
| 1632 | Doomsday Engine | Feature | New         | High     | InFine 2.0 (on top of Doomsday Script)                                                           | Deng Team | 2019-11-29 12:31 | 0      |
| 1842 | Doomsday Engine | Feature | Progressed  | Normal   | Support ZDoom's episode and hub definitions in MAPINFO                                           |           | 2019-11-29 12:31 | 40     |
| 2033 | Doomsday Engine | Feature | Progressed  | High     | Runtime map editor                                                                               |           | 2019-11-29 12:31 | 0      |
| 1579 | Doomsday Engine | Feature | New         | Low      | Dehacked 2.0 support                                                                             |           | 2019-11-29 12:31 | 0      |
| 1580 | Doomsday Engine | Feature | New         | High     | Fix the Doom 64: Absolution TC plugin                                                            |           | 2019-11-29 12:31 | 30     |
| 1544 | Doomsday Engine | Feature | New         | Normal   | Support for ZDoom's Decorate function                                                            |           | 2019-11-29 12:31 | 0      |
| 1630 | Doomsday Engine | Feature | New         | Urgent   | Implement game menus with InFine (InFineWidget)                                                  | Deng Team | 2019-11-29 12:31 | 0      |
| 1827 | Doomsday Engine | Bug     | New         | High     | [Doom] Revenant infinite loop case                                                               |           | 2019-11-27 05:51 | 0      |
| 1876 | Doomsday Engine | Bug     | In Progress | High     | [XG] Floor chains appear infunfunctional                                                         | skyjake   | 2019-11-26 21:18 | 10     |
| 1290 | Doomsday Engine | Feature | New         | Normal   | Session-only cvars                                                                               |           | 2019-11-26 15:33 | 0      |
| 1551 | Doomsday Engine | Feature | New         | Normal   | Print unknown line/sector types to the console                                                   |           | 2019-11-26 15:33 | 0      |
| 1883 | Doomsday Engine | Bug     | New         | Normal   | [MP] no teleporter sound when spawning/respawning                                                |           | 2019-11-26 14:51 | 0      |
| 1327 | Doomsday Engine | Feature | New         | Normal   | Render extra plane in XG sector                                                                  |           | 2019-11-26 11:32 | 0      |
| 2298 | Doomsday Engine | Feature | New         | Normal   | Upgrade Assimp to latest 4.x version                                                             | skyjake   | 2019-10-27 20:13 | 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 |
|------|-----------------|---------|-------------|----------|----------------------------------------------------------------------------------------------------|----------|------------------|--------|
| 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      |
| 2329 | Doomsday Engine | Bug     | New         | Normal   | Gnome Icon                                                                                         |          | 2019-10-14 10:28 | 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     |
| 2340 | Doomsday Engine | Feature | New         | Normal   | A new MP game mode: no respawn                                                                     |          | 2019-08-03 19:59 | 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     |
| 2295 | Doomsday Engine | Feature | New         | Normal   | Support XBOX version of Doom                                                                       |          | 2018-11-18 07:45 | 0      |
| 1815 | Doomsday Engine | Bug     | New         | Normal   | Screen wipe still smoothed with Vanilla renderer profile (console transition)                      |          | 2018-11-05 17:31 | 0      |
| 1500 | Doomsday Engine | Feature | New         | Normal   | Support for ZDoom ZIP-as-WAD feature                                                               |          | 2018-11-05 10:16 | 0      |
| 1608 | Doomsday Engine | Feature | Progressed  | High     | Integrate Doomsday Script                                                                          | skyjake  | 2018-11-05 08:50 | 20     |
| 2282 | Doomsday Engine | Bug     | New         | Normal   | Doom64 Absolution uncaught exception                                                               |          | 2018-11-05 08:48 | 0      |
| 7    | Doomsday Engine | Feature | Progressed  | Urgent   | Next-gen renderer (codename "Gloom")                                                               | skyjake  | 2018-10-27 16:10 | 30     |
| 2236 | Doomsday Engine | Bug     | New         | Normal   | Hitscan issues                                                                                     | skyjake  | 2018-10-27 16:09 | 0      |
| 2253 | Doomsday Engine | Bug     | New         | Normal   | [Doom] Arch-vile sprite disappears when resurrecting a monster                                     | skyjake  | 2018-10-27 16:09 | 0      |
| 2233 | Doomsday Engine | Bug     | New         | Normal   | Fov 160 issues with texture filtering                                                              | skyjake  | 2018-10-27 16:08 | 0      |
| 2265 | Doomsday Engine | Bug     | New         | Normal   | [Windows] Improved fullscreen Alt-Tab / focus lost behavior                                        | skyjake  | 2018-10-27 16:03 | 0      |
| 1516 | Doomsday Engine | Feature | New         | Normal   | [Heretic Hexen] Add Doom-like option for fast monsters                                             |          | 2018-10-27 15:56 | 0      |
| 1552 | Doomsday Engine | Feature | New         | Normal   | Tag 667 Compatibility Option                                                                       | skyjake  | 2018-10-27 15:53 | 0      |
| 2007 | Doomsday Engine | Bug     | New         | Normal   | [Hexen] Mana given when collecting already-owned, fourth-weapon pieces                             |          | 2018-10-27 15:53 | 0      |
| 1623 | Doomsday Engine | Feature | Progressed  | Urgent   | Shaders                                                                                            | skyjake  | 2018-10-27 15:14 | 60     |
| 1615 | Doomsday Engine | Feature | Progressed  | Normal   | Sloped planes                                                                                      | skyjake  | 2018-10-27 15:10 | 20     |
| 1945 | Doomsday Engine | Feature | Resolved    | Urgent   | Efficient reuse of world geometry across multiple frames/passes                                    | skyjake  | 2018-10-27 15:08 | 100    |
| 1635 | Doomsday Engine | Feature | Resolved    | Normal   | HDR rendering                                                                                      | skyjake  | 2018-10-27 15:06 | 100    |
| 2288 | Doomsday Engine | Feature | New         | Normal   | Configure all multiplayer game options via GUI                                                     | skyjake  | 2018-10-27 14:45 | 100    |
| 2286 | Doomsday Engine | Feature | New         | Normal   | Editing all global Doomsday key bindings                                                           | skyjake  | 2018-10-12 19:45 | 0      |
| 2153 | Doomsday Engine | Feature | New         | Normal   | Modern multiplayer chat UI                                                                         | skyjake  | 2018-07-29 16:56 | 0      |
| 2057 | Doomsday Engine | Feature | New         | Normal   | Multiple client instances                                                                          | skyjake  | 2018-07-29 16:56 | 0      |
| 2065 | Doomsday Engine | Bug     | New         | Normal   | [Heretic Multiplayer] Wings of Wrath bugs                                                          |          | 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      |
| 2067 | Doomsday Engine | Bug     | New         | Normal   | [Heretic Multiplayer] Inventory doesn't auto scroll if can't use item                              |          | 2018-07-29 16:53 | 0      |
| 2054 | Doomsday Engine | Bug     | New         | Low      | [MP] No weapon pickup notification in Hexen                                                        |          | 2018-07-29 16:53 | 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      |

| #    | Project         | Tracker | Status     | Priority | Subject                                                                                                     | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|-------------------------------------------------------------------------------------------------------------|----------|------------------|--------|
| 1989 | Doomsday Engine | Bug     | New        | Urgent   | Client assert fail (possible crash) if joining game during intermission                                     | skyjake  | 2018-07-29 16:53 | 0      |
| 2055 | Doomsday Engine | Bug     | New        | Normal   | [MP] Multiple instances can't connect to a local server                                                     |          | 2018-07-29 16:53 | 0      |
| 2064 | Doomsday Engine | Bug     | New        | Urgent   | Bugs in HeXen Multiplayer                                                                                   |          | 2018-07-29 16:53 | 0      |
| 2152 | Doomsday Engine | Bug     | New        | Urgent   | [Hexen] Afrits become stuck/invincible in multiplayer                                                       |          | 2018-07-29 16:53 | 0      |
| 1965 | Doomsday Engine | Bug     | New        | High     | [Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward                                          |          | 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      |
| 1963 | Doomsday Engine | Bug     | New        | High     | [Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)                                     |          | 2018-07-29 16:53 | 0      |
| 1972 | Doomsday Engine | Bug     | New        | Normal   | [MP] Fast-moving planes not always reach destination on client-side                                         |          | 2018-07-29 16:53 | 0      |
| 1565 | Doomsday Engine | Feature | New        | High     | [MP] Option to remove MP flagged weapons in co-op                                                           |          | 2018-07-29 16:53 | 0      |
| 1885 | Doomsday Engine | Bug     | New        | Normal   | [Multiplayer] Incorrect player numbers in scoreboard between maps                                           |          | 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      |
| 1962 | Doomsday Engine | Feature | New        | High     | Revised network protocol based on libshell                                                                  | skyjake  | 2018-07-29 16:53 | 0      |
| 1213 | Doomsday Engine | Feature | New        | Normal   | [MP] Respawn items in co-op and deathmatch                                                                  |          | 2018-07-29 16:46 | 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      |
| 1754 | Doomsday Engine | Feature | New        | High     | Start local server using client GUI                                                                         | skyjake  | 2018-07-29 16:46 | 0      |
| 1089 | Doomsday Engine | Bug     | Progressed | High     | [MP] Client cannot dismiss "Help/Info" finale                                                               |          | 2018-07-29 16:46 | 0      |
| 2259 | Doomsday Engine | Bug     | New        | Normal   | Mouse unusable on ArchLinux with Gnome / Wayland                                                            |          | 2018-07-29 16:44 | 0      |
| 2155 | Doomsday Engine | Feature | New        | Normal   | BOOM support for sunlust.wad                                                                                |          | 2017-07-18 11:04 | 0      |
| 2256 | Doomsday Engine | Bug     | New        | Normal   | Sky clipping through ceiling                                                                                |          | 2017-07-18 11:02 | 0      |
| 2257 | Doomsday Engine | Bug     | New        | Normal   | FIREBLU texture replacements blink in Doom II                                                               |          | 2017-07-18 11:01 | 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      |
| 1688 | Doomsday Engine | Feature | New        | High     | Command line options documented with Amethyst                                                               |          | 2017-04-08 10:08 | 0      |
| 1626 | Doomsday Engine | Feature | New        | Normal   | Area-based fog                                                                                              |          | 2017-04-03 19:35 | 0      |
| 1168 | Doomsday Engine | Feature | New        | Normal   | Real decals: bulletholes, blastmarks, etc.                                                                  |          | 2017-04-03 19:35 | 0      |
| 1008 | Doomsday Engine | Bug     | New        | Normal   | HUD weapon discrepancy (in release build?)                                                                  |          | 2017-04-03 19:00 | 0      |
| 1663 | Doomsday Engine | Feature | New        | Normal   | Replace game-side color filter / special effect with LensFx                                                 |          | 2017-04-03 18:59 | 0      |
| 1628 | Doomsday Engine | Feature | New        | Normal   | Surface meshes                                                                                              |          | 2017-04-03 18:58 | 0      |
| 1388 | Doomsday Engine | Feature | New        | High     | 3D floors (Z-overlapped sectors)                                                                            |          | 2017-04-03 18:57 | 0      |
| 1694 | Doomsday Engine | Feature | New        | Low      | [Doom] Invulnerability animation: full bright sync, apply tic rate                                          |          | 2017-04-03 18:56 | 0      |
| 1699 | Doomsday Engine | Feature | New        | High     | Particle renderer 2.0                                                                                       |          | 2017-04-03 18:55 | 0      |
| 1460 | Doomsday Engine | Feature | New        | Normal   | Remember the playing music in save game                                                                     |          | 2017-04-03 18:49 | 0      |

| #    | Project         | Tracker | Status | Priority | Subject                                                          | Assignee | Updated          | % Done |
|------|-----------------|---------|--------|----------|------------------------------------------------------------------|----------|------------------|--------|
| 1491 | Doomsday Engine | Feature | New    | Normal   | Variable damage for the pmf_crush plane move flag                |          | 2017-04-03 18:48 | 0      |
| 1493 | Doomsday Engine | Feature | New    | Normal   | Opposites for mobj_gone and activator_type requirements          |          | 2017-04-03 18:48 | 0      |
| 1467 | Doomsday Engine | Feature | New    | High     | [XG] Incorporate vanilla line/sector types                       |          | 2017-04-03 18:48 | 0      |
| 1499 | Doomsday Engine | Feature | New    | Normal   | Flag to disable mobj respawn on specific types                   |          | 2017-04-03 18:48 | 0      |
| 1461 | Doomsday Engine | Feature | New    | Normal   | Separate chain/event derived/driven behaviour for XG             |          | 2017-04-03 18:48 | 0      |
| 1374 | Doomsday Engine | Feature | New    | Normal   | XG refs: logical NOT                                             |          | 2017-04-03 18:48 | 0      |
| 1379 | Doomsday Engine | Feature | New    | Normal   | XG refs: evaluate params at runtime                              |          | 2017-04-03 18:48 | 0      |
| 1399 | Doomsday Engine | Feature | New    | Normal   | XG plane movers vs. normal doors                                 |          | 2017-04-03 18:48 | 0      |
| 1439 | Doomsday Engine | Feature | New    | Normal   | XG: Spawn objects at player location                             |          | 2017-04-03 18:48 | 0      |
| 1465 | Doomsday Engine | Feature | New    | Normal   | [XG] "Player needs object X" message                             |          | 2017-04-03 18:48 | 0      |
| 1324 | Doomsday Engine | Feature | New    | Normal   | XG music lines                                                   |          | 2017-04-03 18:48 | 0      |
| 1181 | Doomsday Engine | Feature | New    | Normal   | Ambient sounds (in XG sectors)                                   |          | 2017-04-03 18:48 | 0      |
| 1350 | Doomsday Engine | Feature | New    | Normal   | Stair Builder: spread build on tagged sector range               |          | 2017-04-03 18:48 | 0      |
| 1526 | Doomsday Engine | Feature | New    | Normal   | [XG] Randomizing activation/deactivation wait timer              |          | 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      |
| 1530 | Doomsday Engine | Feature | New    | Normal   | [XG] ltf_count requirement                                       |          | 2017-04-03 18:48 | 0      |
| 1507 | Doomsday Engine | Feature | New    | Normal   | [InFine] Option to pause playing script if the game is paused    |          | 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      |
| 2051 | Doomsday Engine | Feature | New    | High     | XG test suite / demo map                                         |          | 2017-04-03 18:46 | 0      |
| 2053 | Doomsday Engine | Feature | New    | Normal   | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO      |          | 2017-04-03 18:46 | 0      |
| 2179 | Doomsday Engine | Feature | New    | Low      | Map has no secrets, displayed as 0% (vs. 100%)                   |          | 2017-04-03 18:45 | 0      |
| 1998 | Doomsday Engine | Feature | New    | Normal   | Emulate original game menus (other settings moved to taskbar UI) |          | 2017-04-03 18:43 | 0      |
| 1416 | Doomsday Engine | Feature | New    | Urgent   | [Doom] Invisible "fuzz" effect                                   |          | 2017-04-03 18:43 | 0      |
| 1476 | Doomsday Engine | Feature | New    | Normal   | Support for the features of the Playpal and Colormap lumps       |          | 2017-04-03 18:42 | 0      |
| 1869 | Doomsday Engine | Feature | New    | Normal   | Support 'shadowed' texture resources in animated textures        |          | 2017-04-03 18:40 | 0      |
| 1582 | Doomsday Engine | Feature | New    | Normal   | Player actions while game is paused                              |          | 2017-04-03 18:39 | 0      |
| 1440 | Doomsday Engine | Feature | New    | Normal   | Vanilla Doom collision-checking mode                             |          | 2017-04-03 18:39 | 0      |
| 1015 | Doomsday Engine | Bug     | New    | High     | Player getting stuck on certain walls?                           |          | 2017-04-03 18:34 | 0      |
| 1644 | Doomsday Engine | Bug     | New    | Lowest   | [HeXen beta demo] Should have Heretic crush behaviour            |          | 2017-04-03 18:34 | 0      |
| 2118 | Doomsday Engine | Bug     | New    | Normal   | [HeXen] Possible mishandling of sector effect 200 (sky textures) |          | 2017-04-03 18:34 | 0      |
| 787  | Doomsday Engine | Bug     | New    | Normal   | [Co-op] Voodoo dolls not supported                               |          | 2017-04-03 18:34 | 0      |
| 909  | Doomsday Engine | Bug     | New    | Normal   | [Hexen] Tiny difference in Ettin behaviour                       |          | 2017-04-03 18:34 | 0      |
| 919  | Doomsday Engine | Bug     | New    | Normal   | [Doom] Blast damage algorithm                                    |          | 2017-04-03 18:34 | 0      |

| #    | Project         | Tracker | Status     | Priority | Subject                                                                                  | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|------------------------------------------------------------------------------------------|----------|------------------|--------|
| 925  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Map32: Secret exit quirk not replicated                                           |          | 2017-04-03 18:34 | 0      |
| 959  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Crushed bad guys and tag666                                                       |          | 2017-04-03 18:34 | 0      |
| 968  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Mancubus attacks and high Z height differences                                    |          | 2017-04-03 18:34 | 0      |
| 2117 | Doomsday Engine | Bug     | New        | Normal   | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)                 |          | 2017-04-03 18:33 | 0      |
| 1744 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Waterfall sounds switch from left to right (centered in vanilla)               |          | 2017-04-03 18:33 | 0      |
| 1894 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Map that relies on original footclipping                                       |          | 2017-04-03 18:33 | 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      |
| 2013 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Pain Elemental Vanilla/Boom compatibility option                                  |          | 2017-04-03 18:33 | 0      |
| 2097 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Lost Soul bouncing accuracy in Ultimate Doom                                      |          | 2017-04-03 18:33 | 0      |
| 1701 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Map08/ExM8 sound emulation                                                        |          | 2017-04-03 18:33 | 0      |
| 1734 | Doomsday Engine | Bug     | Progressed | Low      | Games' Help InFine scripts have no sounds                                                |          | 2017-04-03 18:33 | 10     |
| 1893 | Doomsday Engine | Bug     | New        | Low      | Automap drawing difference to original games                                             |          | 2017-04-03 18:32 | 0      |
| 1897 | Doomsday Engine | Bug     | New        | Low      | Slightly different sprite clipping in Dday versus vanilla                                |          | 2017-04-03 18:32 | 0      |
| 1921 | Doomsday Engine | Bug     | New        | Normal   | [Doom] No screen wipe from map to post map InFine                                        |          | 2017-04-03 18:32 | 0      |
| 2042 | Doomsday Engine | Bug     | New        | High     | Mob spawning at sector boundary height should choose highest contacted floor             |          | 2017-04-03 18:32 | 0      |
| 684  | Doomsday Engine | Bug     | New        | Normal   | Sprites moving up if their bottom intersects the floor                                   |          | 2017-04-03 18:32 | 0      |
| 915  | Doomsday Engine | Bug     | New        | Low      | [Hexen] Wraithverge Ghosts incorrectly full bright                                       |          | 2017-04-03 18:32 | 0      |
| 975  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Armour Helmets full bright                                                        |          | 2017-04-03 18:32 | 0      |
| 263  | Doomsday Engine | Bug     | New        | Normal   | Particles rendered at wrong height                                                       |          | 2017-04-03 15:08 | 0      |
| 388  | Doomsday Engine | Bug     | New        | Low      | Missile speeds (steep vertical angles)                                                   |          | 2017-04-03 15:07 | 0      |
| 1592 | Doomsday Engine | Bug     | New        | Low      | [HUD] Weapon lower animation briefly restarts                                            |          | 2017-04-03 15:04 | 0      |
| 1597 | Doomsday Engine | Bug     | New        | Low      | [HUD] Psprite positioning too low                                                        |          | 2017-04-03 15:04 | 0      |
| 1587 | Doomsday Engine | Feature | New        | Normal   | 3D weapon behaviour                                                                      |          | 2017-04-03 15:02 | 0      |
| 964  | Doomsday Engine | Bug     | New        | Normal   | [XG] Sounds ignore defined group                                                         |          | 2017-04-03 15:01 | 0      |
| 963  | Doomsday Engine | Bug     | New        | Normal   | "spawnmob" baddies auto wake up in area the player has shot                              |          | 2017-04-03 15:01 | 0      |
| 970  | Doomsday Engine | Bug     | New        | Low      | [Doom] Evil Eye height issue                                                             |          | 2017-04-03 15:01 | 0      |
| 908  | Doomsday Engine | Bug     | New        | High     | Detail texture maximum distance ignored                                                  |          | 2017-04-03 14:59 | 0      |
| 910  | Doomsday Engine | Bug     | New        | Normal   | Flat tiling error with custom flats                                                      |          | 2017-04-03 14:59 | 0      |
| 918  | Doomsday Engine | Bug     | New        | Low      | Particles and looking up/down sharply                                                    |          | 2017-04-03 14:59 | 0      |
| 967  | Doomsday Engine | Bug     | New        | Low      | Sprite angling incorrect at sharp angles                                                 |          | 2017-04-03 14:59 | 0      |
| 882  | Doomsday Engine | Bug     | New        | Normal   | Fullbright psprites and colored lighting                                                 |          | 2017-04-03 14:59 | 0      |
| 753  | Doomsday Engine | Bug     | New        | Lowest   | [Hexen] Invincible Afrits                                                                |          | 2017-04-03 14:58 | 0      |

| #    | Project         | Tracker | Status     | Priority | Subject                                                                           | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|-----------------------------------------------------------------------------------|----------|------------------|--------|
| 669  | Doomsday Engine | Bug     | New        | Low      | 0 tic state issues                                                                |          | 2017-04-03 14:57 | 0      |
| 671  | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Enemy missile spreads have incorrect vertical aim                       |          | 2017-04-03 14:57 | 0      |
| 613  | Doomsday Engine | Bug     | New        | Low      | [InFine] Inadvertent background animation                                         |          | 2017-04-03 14:57 | 0      |
| 566  | Doomsday Engine | Bug     | Progressed | Low      | [Resampler] Low quality sound samples play distorted                              |          | 2017-04-03 14:57 | 0      |
| 637  | Doomsday Engine | Bug     | New        | High     | [Hexen] Class change in-game causes instability, issues                           |          | 2017-04-03 14:57 | 0      |
| 665  | Doomsday Engine | Bug     | New        | Low      | [Heretic] Some missiles should not splash                                         |          | 2017-04-03 14:57 | 0      |
| 966  | Doomsday Engine | Bug     | Progressed | Normal   | [Doom] Use of CWILV graphics on automap                                           |          | 2017-04-03 14:56 | 50     |
| 729  | Doomsday Engine | Bug     | New        | Low      | Models cut off in 16:10 view ratio                                                |          | 2017-04-03 14:56 | 0      |
| 511  | Doomsday Engine | Bug     | New        | Normal   | [Heretic Hexen] Torch fix not applied (low ceiling)                               |          | 2017-04-03 14:56 | 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      |
| 972  | Doomsday Engine | Bug     | New        | Normal   | [Doom] Lost Souls infinite Z height                                               |          | 2017-04-03 14:55 | 0      |
| 995  | Doomsday Engine | Bug     | New        | Low      | [Doom] Shotgun Guy drops multiple Shotguns?                                       |          | 2017-04-03 14:53 | 0      |
| 1004 | Doomsday Engine | Bug     | New        | Normal   | [Hexen] 3D Tree_Destructive appearance is incorrect                               |          | 2017-04-03 14:50 | 0      |
| 1031 | Doomsday Engine | Bug     | New        | Normal   | Shootable triggers and freelook                                                   |          | 2017-04-03 14:46 | 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      |
| 1059 | Doomsday Engine | Bug     | New        | Normal   | [Heretic] Health counter jumps up and down                                        |          | 2017-04-03 14:44 | 0      |
| 1063 | Doomsday Engine | Bug     | New        | Normal   | Flash state models offset incorrectly in 16:10                                    |          | 2017-04-03 14:44 | 0      |
| 1091 | Doomsday Engine | Bug     | New        | Low      | No sound effect played when pressing F7 or F8                                     |          | 2017-04-03 14:44 | 0      |
| 1092 | Doomsday Engine | Bug     | New        | Low      | [Chex/HacX] Weapon names in Controls menu                                         |          | 2017-04-03 14:44 | 0      |
| 1083 | Doomsday Engine | Bug     | New        | Normal   | In-game window contents resizing glitches                                         |          | 2017-04-03 14:43 | 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      |
| 1096 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Red shadows in status bar font                                             |          | 2017-04-03 14:43 | 0      |
| 1067 | Doomsday Engine | Bug     | New        | Low      | White player arrow missing on automap                                             |          | 2017-04-03 14:43 | 0      |
| 1069 | Doomsday Engine | Bug     | New        | Normal   | Default background colour for holes in splash screens                             |          | 2017-04-03 14:43 | 0      |
| 1104 | Doomsday Engine | Bug     | Progressed | Normal   | Replacement flats VS texture animations                                           |          | 2017-04-03 14:43 | 0      |
| 1631 | Doomsday Engine | Bug     | New        | Low      | Doom 2 finale: animation speeds for the Cast                                      |          | 2017-04-03 14:41 | 0      |
| 1130 | Doomsday Engine | Bug     | New        | Low      | Mana bars on the statusbar ignore opacity                                         |          | 2017-04-03 14:41 | 0      |
| 10   | Doomsday Engine | Bug     | New        | Normal   | [InFine] Line spacing for text                                                    |          | 2017-04-03 14:41 | 0      |
| 1125 | Doomsday Engine | Bug     | New        | Low      | Handling missing OpenGL support during launch                                     |          | 2017-04-03 14:41 | 0      |
| 1126 | Doomsday Engine | Bug     | New        | Normal   | MD2 model render pop                                                              |          | 2017-04-03 14:41 | 0      |
| 1660 | Doomsday Engine | Bug     | New        | Normal   | Player start near wall leads to misplaced player                                  |          | 2017-04-03 14:40 | 0      |
| 1593 | Doomsday Engine | Bug     | New        | Low      | [Doom] Excess state in rocket explosion                                           |          | 2017-04-03 14:40 | 0      |

| #    | Project         | Tracker | Status     | Priority | Subject                                                                                                       | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---------------------------------------------------------------------------------------------------------------|-----------|------------------|--------|
| 1606 | Doomsday Engine | Bug     | Progressed | Normal   | M_THERMM and HUD message font replacement                                                                     |           | 2017-04-03 14:40 | 0      |
| 1709 | Doomsday Engine | Bug     | New        | Low      | Infine events interfere with taskbar                                                                          |           | 2017-04-03 14:38 | 0      |
| 1718 | Doomsday Engine | Bug     | New        | Low      | Inventory item display/selection issues                                                                       |           | 2017-04-03 14:35 | 0      |
| 1723 | Doomsday Engine | Bug     | New        | Normal   | [Value def's] impossible to remove pistol                                                                     |           | 2017-04-03 14:34 | 0      |
| 1774 | Doomsday Engine | Feature | New        | Normal   | Use "-savedir" option to the configure where saves are stored                                                 |           | 2017-04-03 14:27 | 0      |
| 1783 | Doomsday Engine | Bug     | New        | Normal   | Ambient occlusion crosses sectors with different heights                                                      |           | 2017-04-03 14:23 | 0      |
| 2180 | Doomsday Engine | Bug     | New        | Normal   | Task bar shows only partially (Intel Mobility)                                                                |           | 2017-04-03 14:19 | 0      |
| 1816 | Doomsday Engine | Bug     | New        | Normal   | First sound played at map start up erroneously doesn't play                                                   |           | 2017-04-03 14:17 | 0      |
| 1817 | Doomsday Engine | Bug     | Feedback   | Normal   | Premap infine and preplaying music oversight                                                                  | vermil    | 2017-04-03 14:17 | 0      |
| 1819 | Doomsday Engine | Bug     | New        | Normal   | Mobj Particles won't start.                                                                                   |           | 2017-04-03 14:16 | 0      |
| 1828 | Doomsday Engine | Bug     | New        | Low      | Tutorial doesn't claim mouse after clicking during launch                                                     |           | 2017-04-03 14:15 | 0      |
| 1863 | Doomsday Engine | Bug     | New        | Low      | [automap] line updating                                                                                       |           | 2017-04-03 14:12 | 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      |
| 1915 | Doomsday Engine | Bug     | Feedback   | Lowest   | Click-to-focus also handled as UI click                                                                       | Deng Team | 2017-04-03 14:05 | 0      |
| 1925 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Values def can't change nightmare skill level option                                                   |           | 2017-04-03 14:04 | 0      |
| 1928 | Doomsday Engine | Bug     | New        | Normal   | GameSession: ThingArchive::serialIdFor: Thing archive exhausted!                                              |           | 2017-04-03 14:04 | 0      |
| 1942 | Doomsday Engine | Bug     | New        | Low      | About dialog contents clipping vs -fontsize                                                                   |           | 2017-04-03 14:03 | 0      |
| 1957 | Doomsday Engine | Bug     | New        | Low      | [Doom] God Mode cheat doesn't respect Values def                                                              |           | 2017-04-03 14:03 | 0      |
| 1958 | Doomsday Engine | Bug     | New        | Normal   | Help infine clash with already playing infine                                                                 |           | 2017-04-03 14:01 | 0      |
| 1968 | Doomsday Engine | Bug     | New        | Low      | [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)                        |           | 2017-04-03 14:01 | 0      |
| 1981 | Doomsday Engine | Bug     | New        | Normal   | Alerts can be opened in Busy mode, causing occasional visual artifacts                                        |           | 2017-04-03 13:59 | 0      |
| 1993 | Doomsday Engine | Bug     | Feedback   | High     | Switching maps while XG lines are active causes seg fault                                                     | vermil    | 2017-04-03 13:55 | 0      |
| 1999 | Doomsday Engine | Bug     | New        | Normal   | Window focus/close events ignored during busy mode (should defer)                                             |           | 2017-04-03 13:55 | 0      |
| 2012 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Boom bug in Memento Mori II                                                                            |           | 2017-04-03 13:50 | 0      |
| 2041 | Doomsday Engine | Bug     | New        | Normal   | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}                                              |           | 2017-04-03 13:48 | 0      |
| 2048 | Doomsday Engine | Bug     | New        | High     | Particle effects obscure map objects                                                                          |           | 2017-04-03 13:46 | 0      |
| 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      |
| 2090 | Doomsday Engine | Bug     | New        | Normal   | Missile with no death state error                                                                             |           | 2017-04-03 13:42 | 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      |
| 2094 | Doomsday Engine | Bug     | New        | Normal   | Incorrect "Pillar-Door Statue" model direction in some cases in Heretic                                       | skyjake   | 2017-04-03 13:39 | 0      |
| 2096 | Doomsday Engine | Bug     | New        | Low      | [Heretic] [HeXen] hud number one offset                                                                       |           | 2017-04-03 13:38 | 0      |
| 2104 | Doomsday Engine | Bug     | New        | High     | [Doom] Boss Brain generators incorrect position                                                               |           | 2017-04-03 13:36 | 0      |

| #    | Project         | Tracker | Status     | Priority | Subject                                                                                   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|-------------------------------------------------------------------------------------------|-----------|------------------|--------|
| 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      |
| 2156 | Doomsday Engine | Feature | New        | Normal   | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)                   |           | 2017-04-03 13:30 | 0      |
| 2192 | Doomsday Engine | Feature | New        | Low      | Procedural images generated based on a text file (.deimage)                               | skyjake   | 2017-03-04 09:25 | 0      |
| 1920 | Doomsday Engine | Feature | New        | Normal   | Tree navigator widget (libappfw)                                                          | skyjake   | 2017-02-08 12:06 | 0      |
| 2195 | Doomsday Engine | Feature | New        | Normal   | Permanent blood (surface decal effect)                                                    |           | 2017-01-22 08:50 | 0      |
| 2194 | Doomsday Engine | Bug     | New        | Normal   | Enhanced player weapon 3D model animations (VR compatible)                                |           | 2017-01-19 10:34 | 0      |
| 1617 | Doomsday Engine | Feature | New        | High     | Scoped definitions and variables                                                          | Deng Team | 2016-12-01 20:17 | 0      |
| 2188 | Doomsday Engine | Feature | New        | Normal   | Use OpenVR SDK for virtual reality                                                        |           | 2016-11-30 07:43 | 0      |
| 1064 | Doomsday Engine | Bug     | New        | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)                            |           | 2016-11-22 14:21 | 0      |
| 2184 | Doomsday Engine | Feature | New        | Normal   | Keyboard navigation: bindable controls                                                    | skyjake   | 2016-11-20 14:48 | 0      |
| 1923 | Doomsday Engine | Bug     | New        | Normal   | PNG textures render as solid black (embedded in WAD)                                      |           | 2016-10-27 12:51 | 0      |
| 6    | Doomsday Engine | Feature | Progressed | Normal   | Draw lens flares using GL2                                                                | skyjake   | 2016-08-09 11:05 | 50     |
| 1323 | Doomsday Engine | Feature | New        | Normal   | Set skin on particle model from within particle generator                                 |           | 2016-08-09 10:56 | 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      |
| 1217 | Doomsday Engine | Feature | New        | Normal   | Controls for all supported games adjusted at the same time                                |           | 2016-08-09 10:47 | 0      |
| 1232 | Doomsday Engine | Feature | New        | Low      | Customisable barrel explosion damage                                                      |           | 2016-08-09 10:43 | 0      |
| 2170 | Doomsday Engine | Feature | Progressed | Normal   | Improved sequence-based model animation mechanism                                         | skyjake   | 2016-08-07 09:01 | 10     |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent   | Per-pixel surface shading (bump/specular/reflection etc. mapping)                         | Deng Team | 2016-07-06 00:03 | 20     |
| 1449 | Doomsday Engine | Feature | Progressed | Urgent   | Setup bindings/controls via taskbar UI                                                    | Deng Team | 2016-07-05 23:54 | 10     |
| 2159 | Doomsday Engine | Feature | New        | Normal   | Enhanced control over model animation sequences                                           | skyjake   | 2016-05-13 14:03 | 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      |
| 1502 | Doomsday Engine | Feature | New        | High     | Load any supported image format from WAD lump                                             |           | 2016-03-27 08:06 | 0      |

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