

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|---|-----------|------------------|--------|
| 2288 | Doomsday Engine | Feature | New         | Normal   | Configure all multiplayer game options via GUI  | skyjake   | 2018-10-27 14:45 | 100    |
| 4    | Doomsday Engine | Feature | In Progress | Normal   | UI improvements   | skyjake   | 2019-11-29 21:27 | 80     |
| 1601 | Doomsday Engine | Feature | In Progress | Urgent   | Package management  | skyjake   | 2019-10-14 10:44 | 80     |
| 1687 | Doomsday Engine | Feature | Progressed  | Normal   | In-game error dialogs (e.g., corrupt savegame)  |           | 2019-11-29 21:36 | 50     |
| 966  | Doomsday Engine | Bug     | Progressed  | Normal   | [Doom] Use of CWILV graphics on automap   |           | 2017-04-03 14:56 | 50     |
| 1607 | Doomsday Engine | Feature | New         | Normal   | Reset settings to defaults  |           | 2019-11-29 21:33 | 40     |
| 1308 | Doomsday Engine | Feature | Progressed  | High     | Splitscreen multiplayer   |           | 2019-11-29 16:28 | 40     |
| 1608 | Doomsday Engine | Feature | Progressed  | High     | Integrate Doomsday Script   | skyjake   | 2018-11-05 08:50 | 20     |
| 1891 | Doomsday Engine | Feature | Progressed  | Low      | Notification area animations  | skyjake   | 2019-11-29 21:37 | 10     |
| 1734 | Doomsday Engine | Bug     | Progressed  | Low      | Games' Help InFine scripts have no sounds   |           | 2017-04-03 18:33 | 10     |
| 1449 | Doomsday Engine | Feature | Progressed  | Urgent   | Setup bindings/controls via taskbar UI  | Deng Team | 2016-07-05 23:54 | 10     |
| 2439 | Doomsday Engine | Feature | New         | Normal   | Copy/paste to/from clipboard in the command prompt                                    | Deng Team | 2021-01-03 07:22 | 0      |
| 778  | Doomsday Engine | Bug     | Progressed  | Urgent   | Gamepad usability issues  |           | 2020-05-10 11:09 | 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      |
| 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      |
| 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      |
| 2301 | Doomsday Engine | Bug     | New         | Normal   | Restart playing MIDI music using new soundfont after changing soundfont in Settings   |           | 2019-12-01 21:47 | 0      |
| 1851 | Doomsday Engine | Feature | New         | Normal   | [UI] Dynamic release notes  |           | 2019-11-30 08:09 | 0      |
| 2289 | Doomsday Engine | Feature | New         | Normal   | Filtering game profiles in Home using search terms                                    | skyjake   | 2019-11-29 22:50 | 0      |
| 1511 | Doomsday Engine | Feature | New         | Low      | List all cheats in context help for ccmd cheat  |           | 2019-11-29 22:50 | 0      |
| 2332 | Doomsday Engine | Bug     | New         | Normal   | Duplicate server entries on master-server   |           | 2019-11-29 22:33 | 0      |
| 2325 | Doomsday Engine | Feature | New         | High     | A way to vote for a specific map  |           | 2019-11-29 22:29 | 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      |
| 1976 | Doomsday Engine | Feature | New         | Normal   | Replace old Save/Load menu with new UI widgets  | skyjake   | 2019-11-29 21:56 | 0      |
| 1573 | Doomsday Engine | Feature | New         | Normal   | Setting for number of samples used for antialiasing                                   |           | 2019-11-29 21:31 | 0      |
| 1480 | Doomsday Engine | Feature | New         | Normal   | Include screenshot in savegames   |           | 2019-11-29 21:28 | 0      |
| 1917 | Doomsday Engine | Feature | New         | Normal   | Copy alert text to Clipboard  |           | 2019-11-29 21:10 | 0      |

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| 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      |
| 1763 | Doomsday Engine | Feature | New        | Normal   | Autosaving   |           | 2019-11-29 20:19 | 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      |
| 1571 | Doomsday Engine | Feature | New        | Normal   | On screen notification for Always Run                                  |           | 2019-11-29 19:18 | 0      |
| 1514 | Doomsday Engine | Feature | New        | Low      | GZdoom-like HUD (showing more information)                             |           | 2019-11-29 18:52 | 0      |
| 1488 | Doomsday Engine | Feature | New        | Normal   | Extended Hexen fullscreen HUD  |           | 2019-11-29 18:49 | 0      |
| 1602 | Doomsday Engine | Feature | New        | Normal   | Improvements for map title in automap                                  |           | 2019-11-29 18:27 | 0      |
| 1758 | Doomsday Engine | Feature | New        | Low      | Separate left/right modifier keys (Shift, Alt, etc.)                   | skyjake   | 2019-11-29 12:37 | 0      |
| 1630 | Doomsday Engine | Feature | New        | Urgent   | Implement game menus with InFine (InfineWidget)                        | Deng Team | 2019-11-29 12:31 | 0      |
| 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      |
| 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      |
| 1998 | Doomsday Engine | Feature | New        | Normal   | Emulate original game menus (other settings moved to taskbar UI)       |           | 2017-04-03 18:43 | 0      |
| 1709 | Doomsday Engine | Bug     | New        | Low      | Infine events interfere with taskbar                                   |           | 2017-04-03 14:38 | 0      |
| 2180 | Doomsday Engine | Bug     | New        | Normal   | Task bar shows only partially (Intel Mobility)                         |           | 2017-04-03 14:19 | 0      |
| 1828 | Doomsday Engine | Bug     | New        | Low      | Tutorial doesn't claim mouse after clicking during launch              |           | 2017-04-03 14:15 | 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      |
| 1942 | Doomsday Engine | Bug     | New        | Low      | About dialog contents clipping vs -fontsize                            |           | 2017-04-03 14:03 | 0      |
| 1981 | Doomsday Engine | Bug     | New        | Normal   | Alerts can be opened in Busy mode, causing occasional visual artifacts |           | 2017-04-03 13:59 | 0      |
| 1920 | Doomsday Engine | Feature | New        | Normal   | Tree navigator widget (libappfw)                                       | skyjake   | 2017-02-08 12:06 | 0      |
| 2184 | Doomsday Engine | Feature | New        | Normal   | Keyboard navigation: bindable controls                                 | skyjake   | 2016-11-20 14:48 | 0      |