

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2257	Doomsday Engine	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	0
2256	Doomsday Engine	Bug	New	Normal	Sky clipping through ceiling		2017-07-18 11:02	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2041	Doomsday Engine	Bug	New	Normal	Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}		2017-04-03 13:48	0
1897	Doomsday Engine	Bug	New	Low	Slightly different sprite clipping in Dday versus vanilla		2017-04-03 18:32	0
1815	Doomsday Engine	Bug	New	Normal	Screen wipe still smoothed with Vanilla renderer profile (console transition)		2018-11-05 17:31	0
1783	Doomsday Engine	Bug	New	Normal	Ambient occlusion crosses sectors with different heights		2017-04-03 14:23	0
967	Doomsday Engine	Bug	New	Low	Sprite angling incorrect at sharp angles		2017-04-03 14:59	0
918	Doomsday Engine	Bug	New	Low	Particles and looking up/down sharply		2017-04-03 14:59	0
910	Doomsday Engine	Bug	New	Normal	Flat tiling error with custom flats		2017-04-03 14:59	0
908	Doomsday Engine	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
883	Doomsday Engine	Bug	New	High	[Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)		2019-11-29 23:06	0
882	Doomsday Engine	Bug	New	Normal	Fullbright psprites and colored lighting		2017-04-03 14:59	0
877	Doomsday Engine	Bug	New	High	Texture offset anomaly		2019-11-29 23:06	0
684	Doomsday Engine	Bug	New	Normal	Sprites moving up if their bottom intersects the floor		2017-04-03 18:32	0
552	Doomsday Engine	Bug	New	Normal	Ambient occlusion on middle surfaces of 2-sided lines		2019-11-30 08:05	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
263	Doomsday Engine	Bug	New	Normal	Particles rendered at wrong height		2017-04-03 15:08	0
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
2442	Doomsday Engine	Bug	Resolved	Low	Plane texture misalignment with non-64x64 size	skyjake	2021-01-13 22:06	100
2440	Doomsday Engine	Bug	New	Normal	[2.3] Render Hack Regressions	skyjake	2021-01-24 10:20	0
2399	Doomsday Engine	Bug	New	Normal	[Render hack] TNT map21: Transparent doors	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
2376	Doomsday Engine	Bug	In Progress	Low	Map geometry is garbled using GCC 5 on Fedora	skyjake	2021-10-10 22:20	0
2370	Doomsday Engine	Bug	In Progress	Normal	[2.3 Unstable] Render Hack Regressions	skyjake	2020-02-23 15:13	90
2363	Doomsday Engine	Bug	New	Normal	Light Amplification powerup doesn't affect psprite 3D models	skyjake	2020-12-08 08:26	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
2195	Doomsday Engine	Feature	New	Normal	Permanent blood (surface decal effect)		2017-01-22 08:50	0
2188	Doomsday Engine	Feature	New	Normal	Use OpenVR SDK for virtual reality		2016-11-30 07:43	0

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1938	Doomsday Engine	Feature	New	Low	Polyobjs represented by 3D models		2019-11-29 21:12	0
1699	Doomsday Engine	Feature	New	High	Particle renderer 2.0		2017-04-03 18:55	0
1694	Doomsday Engine	Feature	New	Low	[Doom] Invulnerability animation: full bright sync, apply tic rate		2017-04-03 18:56	0
1677	Doomsday Engine	Feature	New	Low	Square particle shape (option, as alternative to round particles)		2019-11-29 15:51	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
1663	Doomsday Engine	Feature	New	Normal	Replace game-side color filter / special effect with LensFx		2017-04-03 18:59	0
1648	Doomsday Engine	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2019-12-31 11:10	0
1646	Doomsday Engine	Feature	New	Normal	Stereo 3D enhancements		2019-11-29 19:22	0
1628	Doomsday Engine	Feature	New	Normal	Surface meshes		2017-04-03 18:58	0
1626	Doomsday Engine	Feature	New	Normal	Area-based fog		2017-04-03 19:35	0
1622	Doomsday Engine	Feature	New	Urgent	Vanilla depth shading		2019-11-29 23:23	0
1616	Doomsday Engine	Feature	New	Normal	Selector for sprites		2019-11-29 18:35	0
1603	Doomsday Engine	Feature	Progressed	Urgent	Support for id Tech 1 map hacks		2019-12-15 07:34	50
1585	Doomsday Engine	Feature	Progressed	Normal	[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)		2019-12-15 08:03	0
1535	Doomsday Engine	Feature	New	Normal	Option for fullbright textures affected by colored sectors		2019-11-29 19:02	0
1476	Doomsday Engine	Feature	New	Normal	Support for the features of the Playpal and Colormap lumps		2017-04-03 18:42	0
1388	Doomsday Engine	Feature	New	High	3D floors (Z-overlapped sectors)		2017-04-03 18:57	0
1327	Doomsday Engine	Feature	New	Normal	Render extra plane in XG sector		2019-11-26 11:32	0
1314	Doomsday Engine	Feature	New	Normal	Particle spawn rate affected by mobj visibility		2019-11-29 16:38	0
1168	Doomsday Engine	Feature	New	Normal	Real decals: bulletholes, blastmarks, etc.		2017-04-03 19:35	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
2383	Doomsday Engine	Feature	New	Normal	Stereo rendering convergence setting	Deng Team	2019-12-27 14:41	0
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
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
2170	Doomsday Engine	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10
2159	Doomsday Engine	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 14:03	0
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
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
1362	Doomsday Engine	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2019-11-29 16:44	0

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1201	Doomsday Engine	Feature	New	High	Dynamic shadows	skyjake	2019-11-29 16:15	50
7	Doomsday Engine	Feature	Progressed	Urgent	Next-gen renderer (codename "Gloom")	skyjake	2018-10-27 16:10	30
6	Doomsday Engine	Feature	Progressed	Normal	Draw lens flares using GL2	skyjake	2016-08-09 11:05	50