

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|---|----------|------------------|--------|
| 1064 | Doomsday Engine | Bug | New | High | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine) | | 2016-11-22 14:21 | 0 |
| 2027 | Doomsday Engine | Bug | New | Normal | Doom64TC map is missing 'on' textures for switches | | 2019-11-29 21:58 | 0 |
| 2056 | Doomsday Engine | Bug | New | Normal | Moving platforms sound origin incorrect | | 2019-11-29 23:01 | 0 |
| 2256 | Doomsday Engine | Bug | New | Normal | Sky clipping through ceiling | | 2017-07-18 11:02 | 0 |
| 1952 | Doomsday Engine | Bug | Progressed | Normal | Eternal Doom MAP26 malformed map hack causing memory release error | | 2019-11-29 23:06 | 0 |
| 2042 | Doomsday Engine | Bug | New | High | Mobj spawning at sector boundary height should choose highest contacted floor | | 2017-04-03 18:32 | 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 |
| 1233 | Doomsday Engine | Feature | New | High | Surface decorations using 3D models | | 2015-12-22 13:15 | 0 |
| 1265 | Doomsday Engine | Feature | New | Low | Map-specific definitions in a WAD lump | | 2019-11-29 15:21 | 0 |
| 1376 | Doomsday Engine | Feature | New | Normal | Externally spawned mobjs | | 2019-11-29 18:36 | 0 |
| 1388 | Doomsday Engine | Feature | New | High | 3D floors (Z-overlapped sectors) | | 2017-04-03 18:57 | 0 |
| 1537 | Doomsday Engine | Feature | New | Normal | [XG] Activation event option when changing line types | | 2017-04-03 18:48 | 0 |
| 1544 | Doomsday Engine | Feature | New | Normal | Support for ZDoom's Decorate function | | 2019-11-29 12:31 | 0 |
| 1585 | Doomsday Engine | Feature | Progressed | Normal | [Map Hack] Extra plane (e.g., Hell Revealed II MAP01) | | 2019-12-15 08:03 | 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 |
| 1727 | Doomsday Engine | Feature | New | Normal | Apply colored sector lighting by sector via DED | | 2019-11-29 19:26 | 0 |
| 2032 | Doomsday Engine | Feature | New | Normal | Game world debugger/inspector sidebar | | 2019-11-29 21:58 | 0 |
| 2033 | Doomsday Engine | Feature | Progressed | High | Runtime map editor | | 2019-11-29 12:31 | 0 |
| 2320 | Doomsday Engine | Feature | New | Normal | Re-enable XG dummy line | | 2020-12-08 08:27 | 0 |
| 1768 | Doomsday Engine | Feature | Progressed | High | Boom compatibility | | 2019-11-29 23:29 | 20 |
| 1996 | Doomsday Engine | Feature | Progressed | High | Engine-managed "map spot / point of interest" mechanism | | 2019-11-29 23:06 | 20 |
| 1591 | Doomsday Engine | Bug | Progressed | Low | [BSP] Fully overlapped map geometry is not always split | | 2019-11-30 08:06 | 50 |
| 1603 | Doomsday Engine | Feature | Progressed | Urgent | Support for id Tech 1 map hacks | | 2019-12-15 07:34 | 50 |
| 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 |
| 2440 | Doomsday Engine | Bug | New | Normal | [2.3] Render Hack Regressions | skyjake | 2021-01-24 10:20 | 0 |
| 1615 | Doomsday Engine | Feature | Progressed | Normal | Sloped planes | skyjake | 2018-10-27 15:10 | 20 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 2370 | Doomsday Engine | Bug | In Progress | Normal | [2.3 Unstable] Render Hack Regressions | skyjake | 2020-02-23 15:13 | 90 |

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|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |