

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1514 | Doomsday Engine | Feature | New        | Low      | GZdoom-like HUD (showing more information)  |           | 2019-11-29 18:52 | 0      |
| 2120 | Doomsday Engine | Bug     | New        | Normal   | Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional) |           | 2017-04-03 13:32 | 0      |
| 1867 | Doomsday Engine | Feature | New        | Normal   | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)                                |           | 2019-11-29 21:07 | 0      |
| 1844 | Doomsday Engine | Feature | New        | Normal   | Support ZDoom's skill definitions in MAPINFO  |           | 2019-11-29 23:06 | 0      |
| 1842 | Doomsday Engine | Feature | Progressed | Normal   | Support ZDoom's episode and hub definitions in MAPINFO                                    |           | 2019-11-29 12:31 | 40     |
| 1840 | Doomsday Engine | Feature | Progressed | Normal   | Support ZDoom-extended MAPINFO format   |           | 2019-11-29 23:06 | 47     |
| 1544 | Doomsday Engine | Feature | New        | Normal   | Support for ZDoom's Decorate function   |           | 2019-11-29 12:31 | 0      |
| 1500 | Doomsday Engine | Feature | New        | Normal   | Support for ZDoom ZIP-as-WAD feature  |           | 2018-11-05 10:16 | 0      |
| 1168 | Doomsday Engine | Feature | New        | Normal   | Real decals: bulletholes, blastmarks, etc.  |           | 2017-04-03 19:35 | 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      |