

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
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
1264	Doomsday Engine	Feature	New	Normal	Conditional decorations		2019-11-29 16:20	0
1266	Doomsday Engine	Feature	New	High	Sound decorations		2019-11-29 16:21	0
1276	Doomsday Engine	Feature	New	Normal	Attach dynamic lights on models		2016-08-09 10:50	0
1430	Doomsday Engine	Feature	New	Normal	Particle generator decorations (e.g., particles from a wall)		2019-11-29 18:40	0
1296	Doomsday Engine	Feature	New	Normal	Light Stages for animated light sources		2019-11-29 16:24	0
1489	Doomsday Engine	Feature	New	Normal	Separate decor definitions for different plane types		2019-11-29 18:50	0
1544	Doomsday Engine	Feature	New	Normal	Support for ZDoom's Decorate function		2019-11-29 12:31	0
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1864	Doomsday Engine	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2019-11-29 21:06	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0