

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 390 | Doomsday Engine | Feature | New | Low | Alignpitch/yaw flags for model particles | | 2019-11-29 23:09 | 0 |
| 729 | Doomsday Engine | Bug | New | Low | Models cut off in 16:10 view ratio | | 2017-04-03 14:56 | 0 |
| 1004 | Doomsday Engine | Bug | New | Normal | [Hexen] 3D Tree_Destructive appearance is incorrect | | 2017-04-03 14:50 | 0 |
| 1231 | Doomsday Engine | Feature | New | Normal | Ragdoll physics | | 2019-11-29 16:05 | 0 |
| 1233 | Doomsday Engine | Feature | New | High | Surface decorations using 3D models | | 2015-12-22 13:15 | 0 |
| 1242 | Doomsday Engine | Feature | New | High | Player weapon particle muzzle flashes (for external viewers only) | | 2019-11-29 16:19 | 0 |
| 1592 | Doomsday Engine | Bug | New | Low | [HUD] Weapon lower animation briefly restarts | | 2017-04-03 15:04 | 0 |
| 1276 | Doomsday Engine | Feature | New | Normal | Attach dynamic lights on models | | 2016-08-09 10:50 | 0 |
| 1323 | Doomsday Engine | Feature | New | Normal | Set skin on particle model from within particle generator | | 2016-08-09 10:56 | 0 |
| 1646 | Doomsday Engine | Feature | New | Normal | Stereo 3D enhancements | | 2019-11-29 19:22 | 0 |
| 1865 | Doomsday Engine | Feature | New | Normal | Align 3D model's head with the target's direction | | 2019-11-29 21:06 | 0 |
| 1938 | Doomsday Engine | Feature | New | Low | Polyobjs represented by 3D models | | 2019-11-29 21:12 | 0 |
| 2194 | Doomsday Engine | Bug | New | Normal | Enhanced player weapon 3D model animations (VR compatible) | | 2017-01-19 10:34 | 0 |
| 1361 | Doomsday Engine | Feature | Progressed | Normal | Rotation of objects away from walls during map load | | 2019-11-29 16:34 | 20 |
| 1768 | Doomsday Engine | Feature | Progressed | High | Boom compatibility | | 2019-11-29 23:29 | 20 |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2016-07-06 00:03 | 20 |
| 2298 | Doomsday Engine | Feature | New | Normal | Upgrade Assimp to latest 4.x version | skyjake | 2019-10-27 20:13 | 0 |
| 2159 | Doomsday Engine | Feature | New | Normal | Enhanced control over model animation sequences | skyjake | 2016-05-13 14:03 | 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 |
| 2363 | Doomsday Engine | Bug | New | Normal | Light Amplification powerup doesn't affect psprite 3D models | skyjake | 2020-12-08 08:26 | 0 |
| 2449 | Doomsday Engine | Feature | New | Normal | FBX LOD | skyjake | 2021-02-17 21:38 | 0 |
| 2170 | Doomsday Engine | Feature | Progressed | Normal | Improved sequence-based model animation mechanism | skyjake | 2016-08-07 09:01 | 10 |
| 1539 | Doomsday Engine | Feature | Progressed | Normal | Armor, powerups (object status) controls 3D model representation | skyjake | 2019-12-15 15:28 | 70 |