

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|---|-----------|------------------|--------|
| 1727 | Doomsday Engine | Feature | New         | Normal   | Apply colored sector lighting by sector via DED                                   |           | 2019-11-29 19:26 | 0      |
| 1768 | Doomsday Engine | Feature | Progressed  | High     | Boom compatibility  |           | 2019-11-29 23:29 | 20     |
| 287  | Doomsday Engine | Bug     | Progressed  | Low      | Changes to BLOOD states ignored   |           | 2019-11-29 23:04 | 0      |
| 1153 | Doomsday Engine | Feature | New         | High     | Customizable intermissions  |           | 2019-11-29 16:09 | 0      |
| 1735 | Doomsday Engine | Bug     | New         | Low      | Doom2 PWAD save games use level name from IWAD                                    |           | 2019-11-29 22:59 | 0      |
| 1698 | Doomsday Engine | Feature | New         | Normal   | Editor for particle generators  |           | 2019-11-29 19:23 | 0      |
| 1867 | Doomsday Engine | Feature | New         | Normal   | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)                        |           | 2019-11-29 21:07 | 0      |
| 1499 | Doomsday Engine | Feature | New         | Normal   | Flag to disable mobj respawn on specific types                                    |           | 2017-04-03 18:48 | 0      |
| 1316 | Doomsday Engine | Feature | New         | Normal   | HHE support   |           | 2019-11-29 16:39 | 0      |
| 1252 | Doomsday Engine | Feature | Progressed  | High     | Integrate Hexen features into libcommon   |           | 2019-11-29 21:24 | 40     |
| 1502 | Doomsday Engine | Feature | New         | High     | Load any supported image format from WAD lump                                     |           | 2016-03-27 08:06 | 0      |
| 1104 | Doomsday Engine | Bug     | Progressed  | Normal   | Replacement flats VS texture animations   |           | 2017-04-03 14:43 | 0      |
| 1459 | Doomsday Engine | Feature | New         | Normal   | Replacement of MT_POD unique behavior with flag                                   |           | 2019-11-29 18:49 | 0      |
| 1970 | Doomsday Engine | Feature | New         | Normal   | Scriptable map entry/exit, cycling  |           | 2019-11-29 21:13 | 0      |
| 1489 | Doomsday Engine | Feature | New         | Normal   | Separate decor definitions for different plane types                              |           | 2019-11-29 18:50 | 0      |
| 2324 | Doomsday Engine | Bug     | New         | Normal   | Sky texture issue upon MOD loading/unloading in game                              |           | 2019-11-29 22:31 | 0      |
| 1840 | Doomsday Engine | Feature | Progressed  | Normal   | Support ZDoom-extended MAPINFO format   |           | 2019-11-29 23:06 | 47     |
| 1491 | Doomsday Engine | Feature | New         | Normal   | Variable damage for the pmf_crush plane move flag                                 |           | 2017-04-03 18:48 | 0      |
| 2051 | Doomsday Engine | Feature | New         | High     | XG test suite / demo map  |           | 2017-04-03 18:46 | 0      |
| 2012 | Doomsday Engine | Bug     | New         | Normal   | [Doom] Boom bug in Memento Mori II  |           | 2017-04-03 13:50 | 0      |
| 2326 | Doomsday Engine | Bug     | New         | High     | [Doom] PRCP map32; player incorrectly spawning as camera                          |           | 2019-11-29 22:30 | 0      |
| 1532 | Doomsday Engine | Feature | New         | Low      | [Doom Heretic] Secret found message text  |           | 2019-11-29 15:44 | 0      |
| 2117 | Doomsday Engine | Bug     | New         | Normal   | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)          |           | 2017-04-03 18:33 | 0      |
| 1554 | Doomsday Engine | Feature | New         | Normal   | [Hexen] Remove fixed MAX_TID_COUNT limit  |           | 2019-11-29 19:11 | 0      |
| 2430 | Doomsday Engine | Feature | New         | Normal   | Add support for Bethesda.net official addon PWADs                                 | Deng Team | 2020-09-17 14:28 | 0      |
| 1630 | Doomsday Engine | Feature | New         | Urgent   | Implement game menus with InFine (InfineWidget)                                   | Deng Team | 2019-11-29 12:31 | 0      |
| 2281 | Doomsday Engine | Feature | New         | Normal   | Apply Values in Hexen   | skyjake   | 2019-11-29 12:31 | 0      |
| 2354 | Doomsday Engine | Bug     | In Progress | Normal   | Compatibility with TNT: Revilution (MAP30)  | skyjake   | 2019-12-18 21:41 | 50     |
| 1190 | Doomsday Engine | Feature | Progressed  | High     | External scripts for mobj behavior  | skyjake   | 2019-11-29 16:13 | 30     |
| 2393 | Doomsday Engine | Feature | New         | Normal   | Map selection UI for Master Levels for Doom II (Episode with additional packages) | skyjake   | 2020-12-08 08:27 | 0      |
| 2404 | Doomsday Engine | Bug     | New         | Normal   | REKKR compatibility issues  | skyjake   | 2020-01-22 06:33 | 0      |

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| 1876 | Doomsday Engine | Bug     | In Progress | High     | [XG] Floor chains appear infunctional | skyjake  | 2019-11-26 21:18 | 10     |