

## Issues

| #    | Project         | Tracker | Status   | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 2392 | Doomsday Engine | Feature | New      | Normal   | Sky-lit sectors should not be dimmer than non-sky-lit sectors with equivalent light level | skyjake  | 2020-12-08 08:27 | 0      |
| 2035 | Doomsday Engine | Feature | New      | Normal   | Map lighting editor (volume, surface, and point sources)                                  |          | 2019-11-29 21:59 | 0      |
| 1618 | Doomsday Engine | Feature | New      | Normal   | Decorations/effects for game events (power up, damage, etc.)                              |          | 2019-11-29 18:43 | 0      |
| 1535 | Doomsday Engine | Feature | New      | Normal   | Option for fullbright textures affected by colored sectors                                |          | 2019-11-29 19:02 | 0      |
| 1362 | Doomsday Engine | Feature | New      | Normal   | Smoothing of dynlights & halos  | skyjake  | 2019-11-29 16:44 | 0      |
| 1296 | Doomsday Engine | Feature | New      | Normal   | Light Stages for animated light sources   |          | 2019-11-29 16:24 | 0      |
| 1276 | Doomsday Engine | Feature | New      | Normal   | Attach dynamic lights on models   |          | 2016-08-09 10:50 | 0      |
| 882  | Doomsday Engine | Bug     | New      | Normal   | Fullbright psprites and colored lighting  |          | 2017-04-03 14:59 | 0      |
| 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      |
| 1201 | Doomsday Engine | Feature | New      | High     | Dynamic shadows   | skyjake  | 2019-11-29 16:15 | 50     |
| 1635 | Doomsday Engine | Feature | Resolved | Normal   | HDR rendering   | skyjake  | 2018-10-27 15:06 | 100    |