

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 2000 | Doomsday Engine | Bug | New | Normal | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes) | | 2017-04-03 18:33 | 0 |
| 1958 | Doomsday Engine | Bug | New | Normal | Help infine clash with already playing infine | | 2017-04-03 14:01 | 0 |
| 1921 | Doomsday Engine | Bug | New | Normal | [Doom] No screen wipe from map to post map InFine | | 2017-04-03 18:32 | 0 |
| 1817 | Doomsday Engine | Bug | Feedback | Normal | Premap infine and preplaying music oversight | vermil | 2017-04-03 14:17 | 0 |
| 1709 | Doomsday Engine | Bug | New | Low | Infine events interfere with taskbar | | 2017-04-03 14:38 | 0 |
| 1632 | Doomsday Engine | Feature | New | High | InFine 2.0 (on top of Doomsday Script) | Deng Team | 2019-11-29 12:31 | 0 |
| 1631 | Doomsday Engine | Bug | New | Low | Doom 2 finale: animation speeds for the Cast | | 2017-04-03 14:41 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InfineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 1523 | Doomsday Engine | Feature | New | Normal | [Infine] Skill level checks | | 2019-11-29 18:57 | 0 |
| 1451 | Doomsday Engine | Feature | New | Normal | [InFine] stopsound | | 2019-11-29 18:45 | 0 |
| 1389 | Doomsday Engine | Feature | New | Normal | [InFine] Check if resource originates from an IWAD | | 2019-11-29 18:38 | 0 |
| 1357 | Doomsday Engine | Feature | New | Normal | [InFine] More blending modes (add/mul/inv etc) | | 2019-11-29 16:43 | 0 |
| 1331 | Doomsday Engine | Feature | New | High | [InFine] Evaluate cvars with IF condition | | 2019-11-29 16:41 | 0 |
| 1153 | Doomsday Engine | Feature | New | High | Customizable intermissions | | 2019-11-29 16:09 | 0 |
| 1064 | Doomsday Engine | Bug | New | High | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine) | | 2016-11-22 14:21 | 0 |
| 613 | Doomsday Engine | Bug | New | Low | [InFine] Inadvertent background animation | | 2017-04-03 14:57 | 0 |
| 10 | Doomsday Engine | Bug | New | Normal | [InFine] Line spacing for text | | 2017-04-03 14:41 | 0 |
| 1734 | Doomsday Engine | Bug | Progressed | Low | Games' Help InFine scripts have no sounds | | 2017-04-03 18:33 | 10 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |