

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
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
2394	Doomsday Engine	Feature	New	Normal	Episodes defined in game profile	Deng Team	2020-01-05 12:52	0
1844	Doomsday Engine	Feature	New	Normal	Support ZDoom's skill definitions in MAPINFO		2019-11-29 23:06	0
1471	Doomsday Engine	Feature	New	Normal	Standard definitions should conform to vanilla		2019-11-29 23:06	0
1394	Doomsday Engine	Feature	New	High	Consistent map scoping in definitions		2019-11-29 21:25	0
1858	Doomsday Engine	Bug	New	Low	0 tic/time handling		2019-11-29 21:05	0
1762	Doomsday Engine	Feature	New	Normal	Game hierarchy		2019-11-29 20:18	0
1726	Doomsday Engine	Feature	New	Normal	Remapping the colours on a texture via material def		2019-11-29 19:26	0
1727	Doomsday Engine	Feature	New	Normal	Apply colored sector lighting by sector via DED		2019-11-29 19:26	0
1563	Doomsday Engine	Feature	New	Normal	Weapon text defs affect the Controls menu		2019-11-29 19:15	0
1559	Doomsday Engine	Feature	New	Low	State and sprite without a mobj (SMT2A0/STLAG)		2019-11-29 19:14	0
1489	Doomsday Engine	Feature	New	Normal	Separate decor definitions for different plane types		2019-11-29 18:50	0
1376	Doomsday Engine	Feature	New	Normal	Externally spawned mobjs		2019-11-29 18:36	0
1335	Doomsday Engine	Feature	New	Normal	Random particle types		2019-11-29 16:42	0
1264	Doomsday Engine	Feature	New	Normal	Conditional decorations		2019-11-29 16:20	0
1139	Doomsday Engine	Feature	New	Normal	More variations within repeated texture patterns with alternative textures (for detail textures)		2019-11-29 15:56	0
1546	Doomsday Engine	Feature	New	Low	Option for particle generator to hide sprite		2019-11-29 15:45	0
1532	Doomsday Engine	Feature	New	Low	[Doom Heretic] Secret found message text		2019-11-29 15:44	0
1265	Doomsday Engine	Feature	New	Low	Map-specific definitions in a WAD lump		2019-11-29 15:21	0
2281	Doomsday Engine	Feature	New	Normal	Apply Values in Hexen	skyjake	2019-11-29 12:31	0
1008	Doomsday Engine	Bug	New	Normal	HUD weapon discrepancy (in release build?)		2017-04-03 19:00	0
2051	Doomsday Engine	Feature	New	High	XG test suite / demo map		2017-04-03 18:46	0
975	Doomsday Engine	Bug	New	Normal	[Doom] Armour Helmets full bright		2017-04-03 18:32	0
1593	Doomsday Engine	Bug	New	Low	[Doom] Excess state in rocket explosion		2017-04-03 14:40	0
1723	Doomsday Engine	Bug	New	Normal	[Value def's] impossible to remove pistol		2017-04-03 14:34	0
1957	Doomsday Engine	Bug	New	Low	[Doom] God Mode cheat doesn't respect Values def		2017-04-03 14:03	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2090	Doomsday Engine	Bug	New	Normal	Missile with no death state error		2017-04-03 13:42	0
2120	Doomsday Engine	Bug	New	Normal	Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional)		2017-04-03 13:32	0
1617	Doomsday Engine	Feature	New	High	Scoped definitions and variables	Deng Team	2016-12-01 20:17	0

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1064	Doomsday Engine	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
1232	Doomsday Engine	Feature	New	Low	Customiseable barrel explosion damage		2016-08-09 10:43	0
2093	Doomsday Engine	Feature	New	Normal	Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode	Deng Team	2016-03-27 08:20	0
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1842	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom's episode and hub definitions in MAPINFO		2019-11-29 12:31	40
1301	Doomsday Engine	Feature	Progressed	High	Redesigned DED Reader	skyjake	2019-11-29 16:27	80