Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2403	Doomsday Engine	Feature	New	Normal	User-provided particle texture flipbook (atlas)	skyjake	2020-12-08 08:27	0
2195	Doomsday Engine	Feature	New	Normal	Permanent blood (surface decal effect)		2017-01-22 08:50	0
2104	Doomsday Engine	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	0
2091	Doomsday Engine	Bug	New	Normal	State Particles won't start for Afrit in some cases (Hexen)	Deng Team	2017-04-03 13:40	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
1864	Doomsday Engine	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2019-11-29 21:06	0
1819	Doomsday Engine	Bug	New	Normal	Mobj Particles won't start.		2017-04-03 14:16	0
1699	Doomsday Engine	Feature	New	High	Particle renderer 2.0		2017-04-03 18:55	0
1698	Doomsday Engine	Feature	New	Normal	Editor for particle generators		2019-11-29 19:23	0
1677	Doomsday Engine	Feature	New	Low	Square particle shape (option, as alternative to round particles)		2019-11-29 15:51	0
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1546	Doomsday Engine	Feature	New	Low	Option for particle generator to hide sprite		2019-11-29 15:45	0
1542	Doomsday Engine	Feature	New	High	Use hit origin for Damage generator		2019-11-29 19:08	0
1430	Doomsday Engine	Feature	New	Normal	Particle generator decorations (e.g., particles from a wall)		2019-11-29 18:40	0
1414	Doomsday Engine	Feature	New	Normal	Generate particles when touching a plane		2019-11-29 19:19	0
1368	Doomsday Engine	Feature	New	Low	More Alt Start positions in Generators		2019-11-29 15:27	0
1364	Doomsday Engine	Feature	New	Low	More options for pt_line type particles		2019-11-29 15:26	0
1336	Doomsday Engine	Feature	New	Normal	Random textured particle direction		2019-11-29 16:43	0
1335	Doomsday Engine	Feature	New	Normal	Random particle types		2019-11-29 16:42	0
1323	Doomsday Engine	Feature	New	Normal	Set skin on particle model from within particle generator		2016-08-09 10:56	0
1314	Doomsday Engine	Feature	New	Normal	Particle spawn rate affected by mobj visibility		2019-11-29 16:38	0
1305	Doomsday Engine	Feature	New	Lowest	Particle generator flag: instantly kill generator		2019-11-29 15:26	0
1289	Doomsday Engine	Feature	New	High	Flat-triggered particle generators created/destroyed on material change		2019-11-29 16:23	0
1287	Doomsday Engine	Feature	New	Normal	Particle generator flag: transform center offset along with the object		2016-08-09 10:54	0
1242	Doomsday Engine	Feature	New	High	Player weapon particle muzzle flashes (for external viewers only)		2019-11-29 16:19	0
918	Doomsday Engine	Bug	New	Low	Particles and looking up/down sharply		2017-04-03 14:59	0
390	Doomsday Engine	Feature	New	Low	Alignpitch/yaw flags for model particles		2019-11-29 23:09	0
263	Doomsday Engine	Bug	New	Normal	Particles rendered at wrong height		2017-04-03 15:08	0