

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 1970 | Doomsday Engine | Feature | New | Normal | Scriptable map entry/exit, cycling | | 2019-11-29 21:13 | 0 |
| 1633 | Doomsday Engine | Feature | New | High | Console commands and Doomsday Script | skyjake | 2019-11-29 20:24 | 0 |
| 1632 | Doomsday Engine | Feature | New | High | InFine 2.0 (on top of Doomsday Script) | Deng Team | 2019-11-29 12:31 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InfineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 1620 | Doomsday Engine | Feature | Progressed | High | XG 2.0 | Deng Team | 2019-11-29 19:05 | 20 |
| 1618 | Doomsday Engine | Feature | New | Normal | Decorations/effects for game events (power up, damage, etc.) | | 2019-11-29 18:43 | 0 |
| 1617 | Doomsday Engine | Feature | New | High | Scoped definitions and variables | Deng Team | 2016-12-01 20:17 | 0 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1547 | Doomsday Engine | Feature | New | Low | Command for manipulating numeric controls | | 2019-11-29 19:09 | 0 |
| 1539 | Doomsday Engine | Feature | Progressed | Normal | Armor, powerups (object status) controls 3D model representation | skyjake | 2019-12-15 15:28 | 70 |
| 1537 | Doomsday Engine | Feature | New | Normal | [XG] Activation event option when changing line types | | 2017-04-03 18:48 | 0 |
| 1531 | Doomsday Engine | Feature | New | Normal | "take" cmd to take away pickup powers | | 2019-11-29 19:01 | 30 |
| 1530 | Doomsday Engine | Feature | New | Normal | [XG] ltf_count requirement | | 2017-04-03 18:48 | 0 |
| 1524 | Doomsday Engine | Feature | New | High | [XG] Ability to do anything with ammo, weapons and artefacts | | 2017-04-03 18:48 | 0 |
| 1523 | Doomsday Engine | Feature | New | Normal | [Infine] Skill level checks | | 2019-11-29 18:57 | 0 |
| 1507 | Doomsday Engine | Feature | New | Normal | [InFine] Option to pause playing script if the game is paused | | 2017-04-03 18:48 | 0 |
| 1499 | Doomsday Engine | Feature | New | Normal | Flag to disable mobj respawn on specific types | | 2017-04-03 18:48 | 0 |
| 1475 | Doomsday Engine | Feature | New | Normal | Spawnmobj "deaf" things | | 2019-11-29 18:46 | 0 |
| 1465 | Doomsday Engine | Feature | New | Normal | [XG] "Player needs object X" message | | 2017-04-03 18:48 | 0 |
| 1461 | Doomsday Engine | Feature | New | Normal | Separate chain/event derived/driven behaviour for XG | | 2017-04-03 18:48 | 0 |
| 1460 | Doomsday Engine | Feature | New | Normal | Remember the playing music in save game | | 2017-04-03 18:49 | 0 |
| 1451 | Doomsday Engine | Feature | New | Normal | [InFine] stopsound | | 2019-11-29 18:45 | 0 |
| 1394 | Doomsday Engine | Feature | New | High | Consistent map scoping in definitions | | 2019-11-29 21:25 | 0 |
| 1379 | Doomsday Engine | Feature | New | Normal | XG refs: evaluate params at runtime | | 2017-04-03 18:48 | 0 |
| 1376 | Doomsday Engine | Feature | New | Normal | Externally spawned mobjs | | 2019-11-29 18:36 | 0 |
| 1374 | Doomsday Engine | Feature | New | Normal | XG refs: logical NOT | | 2017-04-03 18:48 | 0 |
| 1350 | Doomsday Engine | Feature | New | Normal | Stair Builder: spread build on tagged sector range | | 2017-04-03 18:48 | 0 |
| 1331 | Doomsday Engine | Feature | New | High | [InFine] Evaluate cvars with IF condition | | 2019-11-29 16:41 | 0 |
| 1324 | Doomsday Engine | Feature | New | Normal | XG music lines | | 2017-04-03 18:48 | 0 |
| 1301 | Doomsday Engine | Feature | Progressed | High | Redesigned DED Reader | skyjake | 2019-11-29 16:27 | 80 |
| 1290 | Doomsday Engine | Feature | New | Normal | Session-only cvars | | 2019-11-26 15:33 | 0 |

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| 1264 | Doomsday Engine | Feature | New | Normal | Conditional decorations | | 2019-11-29 16:20 | 0 |
| 1190 | Doomsday Engine | Feature | Progressed | High | External scripts for mobj behavior | skyjake | 2019-11-29 16:13 | 30 |
| 963 | Doomsday Engine | Bug | New | Normal | "spawnmobj" baddies auto wake up in area the player has shot | | 2017-04-03 15:01 | 0 |