

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 2394 | Doomsday Engine | Feature | New        | Normal   | Episodes defined in game profile  | Deng Team | 2020-01-05 12:52 | 0      |
| 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      |
| 2281 | Doomsday Engine | Feature | New        | Normal   | Apply Values in Hexen   | skyjake   | 2019-11-29 12:31 | 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      |
| 2093 | Doomsday Engine | Feature | New        | Normal   | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode                     | Deng Team | 2016-03-27 08:20 | 0      |
| 2090 | Doomsday Engine | Bug     | New        | Normal   | Missile with no death state error   |           | 2017-04-03 13:42 | 0      |
| 2051 | Doomsday Engine | Feature | New        | High     | XG test suite / demo map  |           | 2017-04-03 18:46 | 0      |
| 2048 | Doomsday Engine | Bug     | New        | High     | Particle effects obscure map objects  |           | 2017-04-03 13:46 | 0      |
| 1957 | Doomsday Engine | Bug     | New        | Low      | [Doom] God Mode cheat doesn't respect Values def  |           | 2017-04-03 14:03 | 0      |
| 1858 | Doomsday Engine | Bug     | New        | Low      | 0 tic/time handling   |           | 2019-11-29 21:05 | 0      |
| 1844 | Doomsday Engine | Feature | New        | Normal   | Support ZDoom's skill definitions in MAPINFO  |           | 2019-11-29 23:06 | 0      |
| 1842 | Doomsday Engine | Feature | Progressed | Normal   | Support ZDoom's episode and hub definitions in MAPINFO                                    |           | 2019-11-29 12:31 | 40     |
| 1768 | Doomsday Engine | Feature | Progressed | High     | Boom compatibility  |           | 2019-11-29 23:29 | 20     |
| 1762 | Doomsday Engine | Feature | New        | Normal   | Game hierarchy  |           | 2019-11-29 20:18 | 0      |
| 1727 | Doomsday Engine | Feature | New        | Normal   | Apply colored sector lighting by sector via DED   |           | 2019-11-29 19:26 | 0      |
| 1726 | Doomsday Engine | Feature | New        | Normal   | Remapping the colours on a texture via material def                                       |           | 2019-11-29 19:26 | 0      |
| 1723 | Doomsday Engine | Bug     | New        | Normal   | [Value def's] impossible to remove pistol   |           | 2017-04-03 14:34 | 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     |
| 1593 | Doomsday Engine | Bug     | New        | Low      | [Doom] Excess state in rocket explosion   |           | 2017-04-03 14:40 | 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      |
| 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      |
| 1489 | Doomsday Engine | Feature | New        | Normal   | Separate decor definitions for different plane types                                      |           | 2019-11-29 18:50 | 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      |
| 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      |
| 1301 | Doomsday Engine | Feature | Progressed | High     | Redesigned DED Reader   | skyjake   | 2019-11-29 16:27 | 80     |

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| 1265 | Doomsday Engine | Feature | New    | Low      | Map-specific definitions in a WAD lump   |          | 2019-11-29 15:21 | 0      |
| 1264 | Doomsday Engine | Feature | New    | Normal   | Conditional decorations  |          | 2019-11-29 16:20 | 0      |
| 1232 | Doomsday Engine | Feature | New    | Low      | Customiseable barrel explosion damage  |          | 2016-08-09 10:43 | 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      |
| 1064 | Doomsday Engine | Bug     | New    | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)                                   |          | 2016-11-22 14:21 | 0      |
| 1008 | Doomsday Engine | Bug     | New    | Normal   | HUD weapon discrepancy (in release build?)   |          | 2017-04-03 19:00 | 0      |
| 975  | Doomsday Engine | Bug     | New    | Normal   | [Doom] Armour Helmets full bright  |          | 2017-04-03 18:32 | 0      |