

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 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 |
| 1867 | Doomsday Engine | Feature | New | Normal | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom) | | 2019-11-29 21:07 | 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 |
| 1840 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom-extended MAPINFO format | | 2019-11-29 23:06 | 47 |
| 1544 | Doomsday Engine | Feature | New | Normal | Support for ZDoom's Decorate function | | 2019-11-29 12:31 | 0 |
| 1514 | Doomsday Engine | Feature | New | Low | GZdoom-like HUD (showing more information) | | 2019-11-29 18:52 | 0 |
| 1500 | Doomsday Engine | Feature | New | Normal | Support for ZDoom ZIP-as-WAD feature | | 2018-11-05 10:16 | 0 |
| 1168 | Doomsday Engine | Feature | New | Normal | Real decals: bulletholes, blastmarks, etc. | | 2017-04-03 19:35 | 0 |