Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2439	Doomsday Engine	Feature	New	Normal	Copy/paste to/from clipboard in the command prompt	Deng Team	2021-01-03 07:22	0
2395	Doomsday Engine	Feature	New	Normal	Exporting and importing game profiles (files and dengine.net)	Deng Team	2020-01-05 09:07	0
2394	Doomsday Engine	Feature	New	Normal	Episodes defined in game profile	Deng Team	2020-01-05 12:52	0
2337	Doomsday Engine	Bug	Feedback	Normal	No doom II can be selected from the master list in the server tab	tacgnol	2019-12-01 22:33	0
2332	Doomsday Engine	Bug	New	Normal	Duplicate server entries on master-server		2019-11-29 22:33	0
2325	Doomsday Engine	Feature	New	High	A way to vote for a specific map		2019-11-29 22:29	0
2310	Doomsday Engine	Bug	New	Low	[UI] Metadata text wrapping: should force-break very long words in Package Info popup	skyjake	2019-12-01 22:25	0
2308	Doomsday Engine	Bug	New	Normal	[UI] Package tags need to wrap to multiple lines	skyjake	2019-12-01 22:23	0
2301	Doomsday Engine	Bug	New	Normal	Restart playing MIDI music using new soundfont after changing soundfont in Settings		2019-12-01 21:47	0
2289	Doomsday Engine	Feature	New	Normal	Filtering game profiles in Home using search terms	skyjake	2019-11-29 22:50	0
2288	Doomsday Engine	Feature	New	Normal	Configure all multiplayer game options via GUI	skyjake	2018-10-27 14:45	100
2286	Doomsday Engine	Feature	New	Normal	Editing all global Doomsday key bindings	skyjake	2018-10-12 19:45	0
2184	Doomsday Engine	Feature	New	Normal	Keyboard navigation: bindable controls	skyjake	2016-11-20 14:48	0
2180	Doomsday Engine	Bug	New	Normal	Task bar shows only partially (Intel Mobility)		2017-04-03 14:19	0
2153	Doomsday Engine	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2018-07-29 16:56	0
2035	Doomsday Engine	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2019-11-29 21:59	0
2032	Doomsday Engine	Feature	New	Normal	Game world debugger/inspector sidebar		2019-11-29 21:58	0
1998	Doomsday Engine	Feature	New	Normal	Emulate original game menus (other settings moved to taskbar UI)		2017-04-03 18:43	0
1981	Doomsday Engine	Bug	New	Normal	Alerts can be opened in Busy mode, causing occasional visual artifacts		2017-04-03 13:59	0
1976	Doomsday Engine	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2019-11-29 21:56	0
1942	Doomsday Engine	Bug	New	Low	About dialog contents clipping vs -fontsize		2017-04-03 14:03	0
1925	Doomsday Engine	Bug	New	Normal	[Doom] Values def can't change nightmare skill level option		2017-04-03 14:04	0
1920	Doomsday Engine	Feature	New	Normal	Tree navigator widget (libappfw)	skyjake	2017-02-08 12:06	0
1917	Doomsday Engine	Feature	New	Normal	Copy alert text to Clipboard		2019-11-29 21:10	0
1915	Doomsday Engine	Bug	Feedback	Lowest	Click-to-focus also handled as UI click	Deng Team	2017-04-03 14:05	0
1891	Doomsday Engine	Feature	Progressed	Low	Notification area animations	skyjake	2019-11-29 21:37	10
1851	Doomsday Engine	Feature	New	Normal	[UI] Dynamic release notes		2019-11-30 08:09	0
1828	Doomsday Engine	Bug	New	Low	Tutorial doesn't claim mouse after clicking during launch		2017-04-03 14:15	0
1779	Doomsday Engine	Feature	New	Normal	[Home] Show project news and dev blog		2019-11-29 20:27	0
1763	Doomsday Engine	Feature	New	Normal	Autosaving		2019-11-29 20:19	0

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1758	Doomsday Engine	Feature	New	Low	Separate left/right modifier keys (Shift, Alt, etc.)	skyjake	2019-11-29 12:37	0
1754	Doomsday Engine	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
1734	Doomsday Engine	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
1709	Doomsday Engine	Bug	New	Low	Infine events interfere with taskbar		2017-04-03 14:38	0
1698	Doomsday Engine	Feature	New	Normal	Editor for particle generators		2019-11-29 19:23	0
1687	Doomsday Engine	Feature	Progressed	Normal	In-game error dialogs (e.g., corrupt savegame)		2019-11-29 21:36	50
1646	Doomsday Engine	Feature	New	Normal	Stereo 3D enhancements		2019-11-29 19:22	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2019-11-29 12:31	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1607	Doomsday Engine	Feature	New	Normal	Reset settings to defaults		2019-11-29 21:33	40
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
1601	Doomsday Engine	Feature	In Progress	Urgent	Package management	skyjake	2019-10-14 10:44	80
1573	Doomsday Engine	Feature	New	Normal	Setting for number of samples used for antialiasing		2019-11-29 21:31	0
1571	Doomsday Engine	Feature	New	Normal	On screen notification for Always Run		2019-11-29 19:18	0
1514	Doomsday Engine	Feature	New	Low	GZdoom-like HUD (showing more information)		2019-11-29 18:52	0
1512	Doomsday Engine	Feature	New	Normal	List all impulses in context help for ccmd impulse		2019-11-29 20:27	0
1511	Doomsday Engine	Feature	New	Low	List all cheats in context help for ccmd cheat		2019-11-29 22:50	0
1488	Doomsday Engine	Feature	New	Normal	Extended Hexen fullscreen HUD		2019-11-29 18:49	0
1480	Doomsday Engine	Feature	New	Normal	Include screenshot in savegames		2019-11-29 21:28	0
1449	Doomsday Engine	Feature	Progressed	Urgent	Setup bindings/controls via taskbar UI	Deng Team	2016-07-05 23:54	10
1308	Doomsday Engine	Feature	Progressed	High	Splitscreen multiplayer		2019-11-29 16:28	40
1089	Doomsday Engine	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
966	Doomsday Engine	Bug	Progressed	Normal	[Doom] Use of CWILV graphics on automap		2017-04-03 14:56	50
778	Doomsday Engine	Bug	Progressed	Urgent	Gamepad usability issues		2020-05-10 11:09	0
4	Doomsday Engine	Feature	In Progress	Normal	UI improvements	skyjake	2019-11-29 21:27	80