

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 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 |
| 1618 | Doomsday Engine | Feature | New | Normal | Decorations/effects for game events (power up, damage, etc.) | | 2019-11-29 18:43 | 0 |
| 1544 | Doomsday Engine | Feature | New | Normal | Support for ZDoom's Decorate function | | 2019-11-29 12:31 | 0 |
| 1489 | Doomsday Engine | Feature | New | Normal | Separate decor definitions for different plane types | | 2019-11-29 18:50 | 0 |
| 1430 | Doomsday Engine | Feature | New | Normal | Particle generator decorations (e.g., particles from a wall) | | 2019-11-29 18:40 | 0 |
| 1296 | Doomsday Engine | Feature | New | Normal | Light Stages for animated light sources | | 2019-11-29 16:24 | 0 |
| 1276 | Doomsday Engine | Feature | New | Normal | Attach dynamic lights on models | | 2016-08-09 10:50 | 0 |
| 1266 | Doomsday Engine | Feature | New | High | Sound decorations | | 2019-11-29 16:21 | 0 |
| 1264 | Doomsday Engine | Feature | New | Normal | Conditional decorations | | 2019-11-29 16:20 | 0 |
| 514 | Doomsday Engine | Bug | New | Low | Light decoration placement on planes if origin is incident with a sector boundary | | 2017-04-03 14:56 | 0 |