

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 1745 | Doomsday Engine | Feature | Progressed | Normal | Performance optimization | | 2019-11-29 21:36 | 40 |
| 1767 | Doomsday Engine | Feature | New | High | Network delta profiler | | 2019-11-29 12:33 | 0 |
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |