

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
908	Doomsday Engine	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
2257	Doomsday Engine	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	0
1923	Doomsday Engine	Bug	New	Normal	PNG textures render as solid black (embedded in WAD)		2016-10-27 12:51	0
1864	Doomsday Engine	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2019-11-29 21:06	0
910	Doomsday Engine	Bug	New	Normal	Flat tiling error with custom flats		2017-04-03 14:59	0