

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1601	Doomsday Engine	Feature	In Progress	Urgent	Package management	skyjake	2019-10-14 10:44	80
2382	Doomsday Engine	Bug	New	High	Recognizing IWAD/PWAD files with more accuracy (using CRC-32)	skyjake	2020-12-08 08:26	0
2334	Doomsday Engine	Bug	New	High	Client should load server's data files when connecting via command line	skyjake	2019-12-01 22:34	0
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
1647	Doomsday Engine	Feature	Progressed	High	Replace FS1 with FS2-based resource management	skyjake	2019-11-29 21:33	30
1749	Doomsday Engine	Feature	New	High	Built-in effects should come in resource packs	skyjake	2019-11-29 20:15	0
2185	Doomsday Engine	Feature	In Progress	High	Package repositories	skyjake	2019-10-14 10:43	60
2209	Doomsday Engine	Bug	New	High	Materials do not get correctly reset when loading/unloading data files while a game is loaded	skyjake	2019-10-14 10:31	0
1502	Doomsday Engine	Feature	New	High	Load any supported image format from WAD lump		2016-03-27 08:06	0
2403	Doomsday Engine	Feature	New	Normal	User-provided particle texture flipbook (atlas)	skyjake	2020-12-08 08:27	0
1929	Doomsday Engine	Bug	Progressed	Normal	Sprite priority handling		2019-11-29 23:06	0
1840	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format		2019-11-29 23:06	47
1640	Doomsday Engine	Feature	Progressed	Normal	Support for id Tech 1 audio/graphic resource hacks		2019-11-29 23:06	0
2333	Doomsday Engine	Feature	New	Normal	Extend info about server wads (filename, checksum)		2019-11-29 22:35	0
2324	Doomsday Engine	Bug	New	Normal	Sky texture issue upon MOD loading/unloading in game		2019-11-29 22:31	0
2331	Doomsday Engine	Bug	New	Normal	Server doesn't check wads (connecting via command line)		2019-11-29 22:31	0
1979	Doomsday Engine	Feature	Feedback	Normal	Additional sound formats		2019-11-29 21:15	0
1867	Doomsday Engine	Feature	New	Normal	Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)		2019-11-29 21:07	0
1865	Doomsday Engine	Feature	New	Normal	Align 3D model's head with the target's direction		2019-11-29 21:06	0
1762	Doomsday Engine	Feature	New	Normal	Game hierarchy		2019-11-29 20:18	0
1726	Doomsday Engine	Feature	New	Normal	Remapping the colours on a texture via material def		2019-11-29 19:26	0
1646	Doomsday Engine	Feature	New	Normal	Stereo 3D enhancements		2019-11-29 19:22	0
1389	Doomsday Engine	Feature	New	Normal	[InFine] Check if resource originates from an IWAD		2019-11-29 18:38	0
2017	Doomsday Engine	Bug	Progressed	Normal	Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding	skyjake	2018-11-19 15:18	50
2295	Doomsday Engine	Feature	New	Normal	Support XBOX version of Doom		2018-11-18 07:45	0
1500	Doomsday Engine	Feature	New	Normal	Support for ZDoom ZIP-as-WAD feature		2018-11-05 10:16	0
1869	Doomsday Engine	Feature	New	Normal	Support 'shadowed' texture resources in animated textures		2017-04-03 18:40	0
1606	Doomsday Engine	Bug	Progressed	Normal	M_THERMM and HUD message font replacement		2017-04-03 14:40	0
1923	Doomsday Engine	Bug	New	Normal	PNG textures render as solid black (embedded in WAD)		2016-10-27 12:51	0
2170	Doomsday Engine	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2350	Doomsday Engine	Bug	New	Low	[Doom] Status bar drawing glitch in Doom Registered v1.1	skyjake	2020-01-03 06:48	0
1649	Doomsday Engine	Feature	New	Low	Option to disable HUD/menu font upscaling		2019-11-29 20:26	0
2192	Doomsday Engine	Feature	New	Low	Procedural images generated based on a text file (.deimage)	skyjake	2017-03-04 09:25	0