

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1945	Doomsday Engine	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2018-10-27 15:08	100
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
1623	Doomsday Engine	Feature	Progressed	Urgent	Shaders	skyjake	2018-10-27 15:14	60
7	Doomsday Engine	Feature	Progressed	Urgent	Next-gen renderer (codename "Gloom")	skyjake	2018-10-27 16:10	30
1622	Doomsday Engine	Feature	New	Urgent	Vanilla depth shading		2019-11-29 23:23	0
1416	Doomsday Engine	Feature	New	Urgent	[Doom] Invisible "fuzz" effect		2017-04-03 18:43	0
1548	Doomsday Engine	Feature	Progressed	Normal	Multi-monitor support		2019-11-29 16:33	40
6	Doomsday Engine	Feature	Progressed	Normal	Draw lens flares using GL2	skyjake	2016-08-09 11:05	50
2436	Doomsday Engine	Bug	In Progress	Normal	Incompatibility with the new M1	skyjake	2021-02-03 13:32	100
1357	Doomsday Engine	Feature	New	Normal	[InFine] More blending modes (add/mul/inv etc)		2019-11-29 16:43	0
2160	Doomsday Engine	Feature	Progressed	Low	Custom screenshader support and profiles	Deng Team	2020-02-04 21:49	20