

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
908	Doomsday Engine	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
1078	Doomsday Engine	Bug	New	High	Patch texture composition logic errors		2019-11-29 23:06	0
877	Doomsday Engine	Bug	New	High	Texture offset anomaly		2019-11-29 23:06	0
2027	Doomsday Engine	Bug	New	Normal	Doom64TC map is missing 'on' textures for switches		2019-11-29 21:58	0
2257	Doomsday Engine	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	0
1139	Doomsday Engine	Feature	New	Normal	More variations within repeated texture patterns with alternative textures (for detail textures)		2019-11-29 15:56	0
1923	Doomsday Engine	Bug	New	Normal	PNG textures render as solid black (embedded in WAD)		2016-10-27 12:51	0
1168	Doomsday Engine	Feature	New	Normal	Real decals: bulletholes, blastmarks, etc.		2017-04-03 19:35	0
1104	Doomsday Engine	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
1869	Doomsday Engine	Feature	New	Normal	Support 'shadowed' texture resources in animated textures		2017-04-03 18:40	0