

## 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    |
| 1603 | Doomsday Engine | Feature | Progressed  | Urgent   | Support for id Tech 1 map hacks   |          | 2019-12-15 07:34 | 50     |
| 1388 | Doomsday Engine | Feature | New         | High     | 3D floors (Z-overlapped sectors)  |          | 2017-04-03 18:57 | 0      |
| 1768 | Doomsday Engine | Feature | Progressed  | High     | Boom compatibility  |          | 2019-11-29 23:29 | 20     |
| 1996 | Doomsday Engine | Feature | Progressed  | High     | Engine-managed "map spot / point of interest" mechanism                               |          | 2019-11-29 23:06 | 20     |
| 1608 | Doomsday Engine | Feature | Progressed  | High     | Integrate Doomsday Script   | skyjake  | 2018-11-05 08:50 | 20     |
| 2042 | Doomsday Engine | Bug     | New         | High     | Mobj spawning at sector boundary height should choose highest contacted floor         |          | 2017-04-03 18:32 | 0      |
| 2033 | Doomsday Engine | Feature | Progressed  | High     | Runtime map editor  |          | 2019-11-29 12:31 | 0      |
| 1233 | Doomsday Engine | Feature | New         | High     | Surface decorations using 3D models   |          | 2015-12-22 13:15 | 0      |
| 2109 | Doomsday Engine | Bug     | New         | High     | [Doom] "Doomsday of UAC" invisible stairs not climable                                |          | 2019-11-29 23:22 | 0      |
| 1064 | Doomsday Engine | Bug     | New         | High     | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)                        |          | 2016-11-22 14:21 | 0      |
| 1727 | Doomsday Engine | Feature | New         | Normal   | Apply colored sector lighting by sector via DED                                       |          | 2019-11-29 19:26 | 0      |
| 2027 | Doomsday Engine | Bug     | New         | Normal   | Doom64TC map is missing 'on' textures for switches                                    |          | 2019-11-29 21:58 | 0      |
| 1952 | Doomsday Engine | Bug     | Progressed  | Normal   | Eternal Doom MAP26 malformed map hack causing memory release error                    |          | 2019-11-29 23:06 | 0      |
| 1376 | Doomsday Engine | Feature | New         | Normal   | Externally spawned mobs   |          | 2019-11-29 18:36 | 0      |
| 2032 | Doomsday Engine | Feature | New         | Normal   | Game world debugger/inspector sidebar   |          | 2019-11-29 21:58 | 0      |
| 2056 | Doomsday Engine | Bug     | New         | Normal   | Moving platforms sound origin incorrect   |          | 2019-11-29 23:01 | 0      |
| 2320 | Doomsday Engine | Feature | New         | Normal   | Re-enable XG dummy line   |          | 2020-12-08 08:27 | 0      |
| 2256 | Doomsday Engine | Bug     | New         | Normal   | Sky clipping through ceiling  |          | 2017-07-18 11:02 | 0      |
| 1615 | Doomsday Engine | Feature | Progressed  | Normal   | Sloped planes   | skyjake  | 2018-10-27 15:10 | 20     |
| 1544 | Doomsday Engine | Feature | New         | Normal   | Support for ZDoom's Decorate function   |          | 2019-11-29 12:31 | 0      |
| 1668 | Doomsday Engine | Feature | New         | Normal   | Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range   |          | 2020-12-08 08:27 | 0      |
| 2370 | Doomsday Engine | Bug     | In Progress | Normal   | [2.3 Unstable] Render Hack Regressions  | skyjake  | 2020-02-23 15:13 | 90     |
| 2440 | Doomsday Engine | Bug     | New         | Normal   | [2.3] Render Hack Regressions   | skyjake  | 2021-01-24 10:20 | 0      |
| 2258 | Doomsday Engine | Bug     | New         | Normal   | [Doom] Falling through 3D bridges   |          | 2019-11-29 23:20 | 0      |
| 1585 | Doomsday Engine | Feature | Progressed  | Normal   | [Map Hack] Extra plane (e.g., Hell Revealed II MAP01)                                 |          | 2019-12-15 08:03 | 0      |
| 2386 | Doomsday Engine | Bug     | New         | Normal   | [Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector) | skyjake  | 2020-12-08 08:26 | 0      |
| 2399 | Doomsday Engine | Bug     | New         | Normal   | [Render hack] TNT map21: Transparent doors  | skyjake  | 2020-12-08 08:26 | 0      |
| 1537 | Doomsday Engine | Feature | New         | Normal   | [XG] Activation event option when changing line types                                 |          | 2017-04-03 18:48 | 0      |
| 1265 | Doomsday Engine | Feature | New         | Low      | Map-specific definitions in a WAD lump  |          | 2019-11-29 15:21 | 0      |

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| 1591 | Doomsday Engine | Bug     | Progressed | Low      | [BSP] Fully overlapped map geometry is not always split |          | 2019-11-30 08:06 | 50     |