

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
1623	Doomsday Engine	Feature	Progressed	Urgent	Shaders	skyjake	2018-10-27 15:14	60
1886	Doomsday Engine	Feature	In Progress	Urgent	Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input	skyjake	2019-10-14 10:23	90
2188	Doomsday Engine	Feature	New	Normal	Use OpenVR SDK for virtual reality		2016-11-30 07:43	0
2180	Doomsday Engine	Bug	New	Normal	Task bar shows only partially (Intel Mobility)		2017-04-03 14:19	0
1573	Doomsday Engine	Feature	New	Normal	Setting for number of samples used for antialiasing		2019-11-29 21:31	0
2436	Doomsday Engine	Bug	In Progress	Normal	Incompatibility with the new M1	skyjake	2021-02-03 13:32	100
1125	Doomsday Engine	Bug	New	Low	Handling missing OpenGL support during launch		2017-04-03 14:41	0