Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2449	Doomsday Engine	Feature	New	Normal	FBX LOD	skyjake	2021-02-17 21:38	0
2363	Doomsday Engine	Bug	New	Normal	Light Amplification powerup doesn't affect psprite 3D models	skyjake	2020-12-08 08:26	0
2298	Doomsday Engine	Feature	New	Normal	Upgrade Assimp to latest 4.x version	skyjake	2019-10-27 20:13	0
2239	Doomsday Engine	Bug	New	Normal	HUD Frost shards from XARP changing their Zoffset if instantly fire after switching	skyjake	2017-04-10 21:01	0
2194	Doomsday Engine	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0
2159	Doomsday Engine	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 14:03	0
1938	Doomsday Engine	Feature	New	Low	Polyobjs represented by 3D models		2019-11-29 21:12	0
1865	Doomsday Engine	Feature	New	Normal	Align 3D model's head with the target's direction		2019-11-29 21:06	0
1646	Doomsday Engine	Feature	New	Normal	Stereo 3D enhancements		2019-11-29 19:22	0
1592	Doomsday Engine	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
1323	Doomsday Engine	Feature	New	Normal	Set skin on particle model from within particle generator		2016-08-09 10:56	0
1276	Doomsday Engine	Feature	New	Normal	Attach dynamic lights on models		2016-08-09 10:50	0
1242	Doomsday Engine	Feature	New	High	Player weapon particle muzzle flashes (for external viewers only)		2019-11-29 16:19	0
1233	Doomsday Engine	Feature	New	High	Surface decorations using 3D models		2015-12-22 13:15	0
1231	Doomsday Engine	Feature	New	Normal	Ragdoll physics		2019-11-29 16:05	0
1004	Doomsday Engine	Bug	New	Normal	[Hexen] 3D Tree_Destructive appearance is incorrect		2017-04-03 14:50	0
729	Doomsday Engine	Bug	New	Low	Models cut off in 16:10 view ratio		2017-04-03 14:56	0
390	Doomsday Engine	Feature	New	Low	Alignpitch/yaw flags for model particles		2019-11-29 23:09	0
2170	Doomsday Engine	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
1361	Doomsday Engine	Feature	Progressed	Normal	Rotation of objects away from walls during map load		2019-11-29 16:34	20
1539	Doomsday Engine	Feature	Progressed	Normal	Armor, powerups (object status) controls 3D model representation	skyjake	2019-12-15 15:28	70