

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
963	Doomsday Engine	Bug	New	Normal	"spawnmobj" baddies auto wake up in area the player has shot		2017-04-03 15:01	0
1547	Doomsday Engine	Feature	New	Low	Command for manipulating numeric controls		2019-11-29 19:09	0
1264	Doomsday Engine	Feature	New	Normal	Conditional decorations		2019-11-29 16:20	0
1394	Doomsday Engine	Feature	New	High	Consistent map scoping in definitions		2019-11-29 21:25	0
1633	Doomsday Engine	Feature	New	High	Console commands and Doomsday Script	skyjake	2019-11-29 20:24	0
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1376	Doomsday Engine	Feature	New	Normal	Externally spawned mobjs		2019-11-29 18:36	0
1499	Doomsday Engine	Feature	New	Normal	Flag to disable mobj respawn on specific types		2017-04-03 18:48	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2019-11-29 12:31	0
1632	Doomsday Engine	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2019-11-29 12:31	0
1460	Doomsday Engine	Feature	New	Normal	Remember the playing music in save game		2017-04-03 18:49	0
1617	Doomsday Engine	Feature	New	High	Scoped definitions and variables	Deng Team	2016-12-01 20:17	0
1970	Doomsday Engine	Feature	New	Normal	Scriptable map entry/exit, cycling		2019-11-29 21:13	0
1461	Doomsday Engine	Feature	New	Normal	Separate chain/event derived/driven behaviour for XG		2017-04-03 18:48	0
1290	Doomsday Engine	Feature	New	Normal	Session-only cvars		2019-11-26 15:33	0
1475	Doomsday Engine	Feature	New	Normal	Spawnmobj "deaf" things		2019-11-29 18:46	0
1350	Doomsday Engine	Feature	New	Normal	Stair Builder: spread build on tagged sector range		2017-04-03 18:48	0
1324	Doomsday Engine	Feature	New	Normal	XG music lines		2017-04-03 18:48	0
1379	Doomsday Engine	Feature	New	Normal	XG refs: evaluate params at runtime		2017-04-03 18:48	0
1374	Doomsday Engine	Feature	New	Normal	XG refs: logical NOT		2017-04-03 18:48	0
1331	Doomsday Engine	Feature	New	High	[InFine] Evaluate cvars with IF condition		2019-11-29 16:41	0
1507	Doomsday Engine	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2017-04-03 18:48	0
1523	Doomsday Engine	Feature	New	Normal	[InFine] Skill level checks		2019-11-29 18:57	0
1451	Doomsday Engine	Feature	New	Normal	[InFine] stopsound		2019-11-29 18:45	0
1465	Doomsday Engine	Feature	New	Normal	[XG] "Player needs object X" message		2017-04-03 18:48	0
1524	Doomsday Engine	Feature	New	High	[XG] Ability to do anything with ammo, weapons and artefacts		2017-04-03 18:48	0
1537	Doomsday Engine	Feature	New	Normal	[XG] Activation event option when changing line types		2017-04-03 18:48	0
1530	Doomsday Engine	Feature	New	Normal	[XG] Itf_count requirement		2017-04-03 18:48	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1620	Doomsday Engine	Feature	Progressed	High	XG 2.0	Deng Team	2019-11-29 19:05	20
1531	Doomsday Engine	Feature	New	Normal	"take" cmd to take away pickup powers		2019-11-29 19:01	30

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1190	Doomsday Engine	Feature	Progressed	High	External scripts for mobj behavior	skyjake	2019-11-29 16:13	30
1539	Doomsday Engine	Feature	Progressed	Normal	Armor, powerups (object status) controls 3D model representation	skyjake	2019-12-15 15:28	70
1301	Doomsday Engine	Feature	Progressed	High	Redesigned DED Reader	skyjake	2019-11-29 16:27	80