

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|---|----------|------------------|--------|
| 2333 | Doomsday Engine | Feature | New | Normal | Extend info about server wads (filename, checksum) | | 2019-11-29 22:35 | 0 |
| 2331 | Doomsday Engine | Bug | New | Normal | Server doesn't check wads (connecting via command line) | | 2019-11-29 22:31 | 0 |
| 2324 | Doomsday Engine | Bug | New | Normal | Sky texture issue upon MOD loading/unloading in game | | 2019-11-29 22:31 | 0 |
| 2295 | Doomsday Engine | Feature | New | Normal | Support XBOX version of Doom | | 2018-11-18 07:45 | 0 |
| 1979 | Doomsday Engine | Feature | Feedback | Normal | Additional sound formats | | 2019-11-29 21:15 | 0 |
| 1929 | Doomsday Engine | Bug | Progressed | Normal | Sprite priority handling | | 2019-11-29 23:06 | 0 |
| 1923 | Doomsday Engine | Bug | New | Normal | PNG textures render as solid black (embedded in WAD) | | 2016-10-27 12:51 | 0 |
| 1869 | Doomsday Engine | Feature | New | Normal | Support 'shadowed' texture resources in animated textures | | 2017-04-03 18:40 | 0 |
| 1867 | Doomsday Engine | Feature | New | Normal | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom) | | 2019-11-29 21:07 | 0 |
| 1865 | Doomsday Engine | Feature | New | Normal | Align 3D model's head with the target's direction | | 2019-11-29 21:06 | 0 |
| 1840 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom-extended MAPINFO format | | 2019-11-29 23:06 | 47 |
| 1768 | Doomsday Engine | Feature | Progressed | High | Boom compatibility | | 2019-11-29 23:29 | 20 |
| 1762 | Doomsday Engine | Feature | New | Normal | Game hierarchy | | 2019-11-29 20:18 | 0 |
| 1726 | Doomsday Engine | Feature | New | Normal | Remapping the colours on a texture via material def | | 2019-11-29 19:26 | 0 |
| 1649 | Doomsday Engine | Feature | New | Low | Option to disable HUD/menu font upscaling | | 2019-11-29 20:26 | 0 |
| 1646 | Doomsday Engine | Feature | New | Normal | Stereo 3D enhancements | | 2019-11-29 19:22 | 0 |
| 1640 | Doomsday Engine | Feature | Progressed | Normal | Support for id Tech 1 audio/graphic resource hacks | | 2019-11-29 23:06 | 0 |
| 1606 | Doomsday Engine | Bug | Progressed | Normal | M_THERMM and HUD message font replacement | | 2017-04-03 14:40 | 0 |
| 1502 | Doomsday Engine | Feature | New | High | Load any supported image format from WAD lump | | 2016-03-27 08:06 | 0 |
| 1500 | Doomsday Engine | Feature | New | Normal | Support for ZDoom ZIP-as-WAD feature | | 2018-11-05 10:16 | 0 |
| 1389 | Doomsday Engine | Feature | New | Normal | [InFine] Check if resource originates from an IWAD | | 2019-11-29 18:38 | 0 |
| 2403 | Doomsday Engine | Feature | New | Normal | User-provided particle texture flipbook (atlas) | skyjake | 2020-12-08 08:27 | 0 |
| 2382 | Doomsday Engine | Bug | New | High | Recognizing IWAD/PWAD files with more accuracy (using CRC-32) | skyjake | 2020-12-08 08:26 | 0 |
| 2350 | Doomsday Engine | Bug | New | Low | [Doom] Status bar drawing glitch in Doom Registered v1.1 | skyjake | 2020-01-03 06:48 | 0 |
| 2334 | Doomsday Engine | Bug | New | High | Client should load server's data files when connecting via command line | skyjake | 2019-12-01 22:34 | 0 |
| 2209 | Doomsday Engine | Bug | New | High | Materials do not get correctly reset when loading/unloading data files while a game is loaded | skyjake | 2019-10-14 10:31 | 0 |
| 2192 | Doomsday Engine | Feature | New | Low | Procedural images generated based on a text file (.deimage) | skyjake | 2017-03-04 09:25 | 0 |
| 2185 | Doomsday Engine | Feature | In Progress | High | Package repositories | skyjake | 2019-10-14 10:43 | 60 |
| 2170 | Doomsday Engine | Feature | Progressed | Normal | Improved sequence-based model animation mechanism | skyjake | 2016-08-07 09:01 | 10 |
| 2017 | Doomsday Engine | Bug | Progressed | Normal | Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding | skyjake | 2018-11-19 15:18 | 50 |

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| 1749 | Doomsday Engine | Feature | New | High | Built-in effects should come in resource packs | skyjake | 2019-11-29 20:15 | 0 |
| 1647 | Doomsday Engine | Feature | Progressed | High | Replace FS1 with FS2-based resource management | skyjake | 2019-11-29 21:33 | 30 |
| 1601 | Doomsday Engine | Feature | In Progress | Urgent | Package management | skyjake | 2019-10-14 10:44 | 80 |