

## Issues

| #    | Project         | Tracker | Status | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 2048 | Doomsday Engine | Bug     | New    | High     | Particle effects obscure map objects  |          | 2017-04-03 13:46 | 0      |
| 1864 | Doomsday Engine | Feature | New    | Normal   | Remember material, particle and decoration animation states in saved games        |          | 2019-11-29 21:06 | 0      |
| 1618 | Doomsday Engine | Feature | New    | Normal   | Decorations/effects for game events (power up, damage, etc.)                      |          | 2019-11-29 18:43 | 0      |
| 1544 | Doomsday Engine | Feature | New    | Normal   | Support for ZDoom's Decorate function   |          | 2019-11-29 12:31 | 0      |
| 1489 | Doomsday Engine | Feature | New    | Normal   | Separate decor definitions for different plane types                              |          | 2019-11-29 18:50 | 0      |
| 1430 | Doomsday Engine | Feature | New    | Normal   | Particle generator decorations (e.g., particles from a wall)                      |          | 2019-11-29 18:40 | 0      |
| 1296 | Doomsday Engine | Feature | New    | Normal   | Light Stages for animated light sources   |          | 2019-11-29 16:24 | 0      |
| 1276 | Doomsday Engine | Feature | New    | Normal   | Attach dynamic lights on models   |          | 2016-08-09 10:50 | 0      |
| 1266 | Doomsday Engine | Feature | New    | High     | Sound decorations   |          | 2019-11-29 16:21 | 0      |
| 1264 | Doomsday Engine | Feature | New    | Normal   | Conditional decorations   |          | 2019-11-29 16:20 | 0      |
| 514  | Doomsday Engine | Bug     | New    | Low      | Light decoration placement on planes if origin is incident with a sector boundary |          | 2017-04-03 14:56 | 0      |