

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1865 | Doomsday Engine | Feature | New        | Normal   | Align 3D model's head with the target's direction                                   |           | 2019-11-29 21:06 | 0      |
| 390  | Doomsday Engine | Feature | New        | Low      | Alignpitch/yaw flags for model particles  |           | 2019-11-29 23:09 | 0      |
| 1276 | Doomsday Engine | Feature | New        | Normal   | Attach dynamic lights on models   |           | 2016-08-09 10:50 | 0      |
| 2159 | Doomsday Engine | Feature | New        | Normal   | Enhanced control over model animation sequences                                     | skyjake   | 2016-05-13 14:03 | 0      |
| 2194 | Doomsday Engine | Bug     | New        | Normal   | Enhanced player weapon 3D model animations (VR compatible)                          |           | 2017-01-19 10:34 | 0      |
| 2449 | Doomsday Engine | Feature | New        | Normal   | FBX LOD   | skyjake   | 2021-02-17 21:38 | 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      |
| 2363 | Doomsday Engine | Bug     | New        | Normal   | Light Amplification powerup doesn't affect psprite 3D models                        | skyjake   | 2020-12-08 08:26 | 0      |
| 729  | Doomsday Engine | Bug     | New        | Low      | Models cut off in 16:10 view ratio  |           | 2017-04-03 14:56 | 0      |
| 1242 | Doomsday Engine | Feature | New        | High     | Player weapon particle muzzle flashes (for external viewers only)                   |           | 2019-11-29 16:19 | 0      |
| 1938 | Doomsday Engine | Feature | New        | Low      | Polyobjs represented by 3D models   |           | 2019-11-29 21:12 | 0      |
| 1231 | Doomsday Engine | Feature | New        | Normal   | Ragdoll physics   |           | 2019-11-29 16:05 | 0      |
| 1323 | Doomsday Engine | Feature | New        | Normal   | Set skin on particle model from within particle generator                           |           | 2016-08-09 10:56 | 0      |
| 1646 | Doomsday Engine | Feature | New        | Normal   | Stereo 3D enhancements  |           | 2019-11-29 19:22 | 0      |
| 1233 | Doomsday Engine | Feature | New        | High     | Surface decorations using 3D models   |           | 2015-12-22 13:15 | 0      |
| 2298 | Doomsday Engine | Feature | New        | Normal   | Upgrade Assimp to latest 4.x version  | skyjake   | 2019-10-27 20:13 | 0      |
| 1004 | Doomsday Engine | Bug     | New        | Normal   | [Hexen] 3D Tree_Destructive appearance is incorrect                                 |           | 2017-04-03 14:50 | 0      |
| 1592 | Doomsday Engine | Bug     | New        | Low      | [HUD] Weapon lower animation briefly restarts                                       |           | 2017-04-03 15:04 | 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     |