

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---------------------------------------------------------------------------------------|-----------|------------------|--------|
| 2332 | Doomsday Engine | Bug | New | Normal | Duplicate server entries on master-server | | 2019-11-29 22:33 | 0 |
| 2310 | Doomsday Engine | Bug | New | Low | [UI] Metadata text wrapping: should force-break very long words in Package Info popup | skyjake | 2019-12-01 22:25 | 0 |
| 2308 | Doomsday Engine | Bug | New | Normal | [UI] Package tags need to wrap to multiple lines | skyjake | 2019-12-01 22:23 | 0 |
| 2301 | Doomsday Engine | Bug | New | Normal | Restart playing MIDI music using new soundfont after changing soundfont in Settings | | 2019-12-01 21:47 | 0 |
| 2180 | Doomsday Engine | Bug | New | Normal | Task bar shows only partially (Intel Mobility) | | 2017-04-03 14:19 | 0 |
| 1981 | Doomsday Engine | Bug | New | Normal | Alerts can be opened in Busy mode, causing occasional visual artifacts | | 2017-04-03 13:59 | 0 |
| 1942 | Doomsday Engine | Bug | New | Low | About dialog contents clipping vs -fontsize | | 2017-04-03 14:03 | 0 |
| 1925 | Doomsday Engine | Bug | New | Normal | [Doom] Values def can't change nightmare skill level option | | 2017-04-03 14:04 | 0 |
| 1828 | Doomsday Engine | Bug | New | Low | Tutorial doesn't claim mouse after clicking during launch | | 2017-04-03 14:15 | 0 |
| 1709 | Doomsday Engine | Bug | New | Low | Infine events interfere with taskbar | | 2017-04-03 14:38 | 0 |
| 2439 | Doomsday Engine | Feature | New | Normal | Copy/paste to/from clipboard in the command prompt | Deng Team | 2021-01-03 07:22 | 0 |
| 2395 | Doomsday Engine | Feature | New | Normal | Exporting and importing game profiles (files and dengine.net) | Deng Team | 2020-01-05 09:07 | 0 |
| 2394 | Doomsday Engine | Feature | New | Normal | Episodes defined in game profile | Deng Team | 2020-01-05 12:52 | 0 |
| 2325 | Doomsday Engine | Feature | New | High | A way to vote for a specific map | | 2019-11-29 22:29 | 0 |
| 2289 | Doomsday Engine | Feature | New | Normal | Filtering game profiles in Home using search terms | skyjake | 2019-11-29 22:50 | 0 |
| 2288 | Doomsday Engine | Feature | New | Normal | Configure all multiplayer game options via GUI | skyjake | 2018-10-27 14:45 | 100 |
| 2286 | Doomsday Engine | Feature | New | Normal | Editing all global Doomsday key bindings | skyjake | 2018-10-12 19:45 | 0 |
| 2184 | Doomsday Engine | Feature | New | Normal | Keyboard navigation: bindable controls | skyjake | 2016-11-20 14:48 | 0 |
| 2153 | Doomsday Engine | Feature | New | Normal | Modern multiplayer chat UI | skyjake | 2018-07-29 16:56 | 0 |
| 2035 | Doomsday Engine | Feature | New | Normal | Map lighting editor (volume, surface, and point sources) | | 2019-11-29 21:59 | 0 |
| 2032 | Doomsday Engine | Feature | New | Normal | Game world debugger/inspector sidebar | | 2019-11-29 21:58 | 0 |
| 1998 | Doomsday Engine | Feature | New | Normal | Emulate original game menus (other settings moved to taskbar UI) | | 2017-04-03 18:43 | 0 |
| 1976 | Doomsday Engine | Feature | New | Normal | Replace old Save/Load menu with new UI widgets | skyjake | 2019-11-29 21:56 | 0 |
| 1920 | Doomsday Engine | Feature | New | Normal | Tree navigator widget (libappfw) | skyjake | 2017-02-08 12:06 | 0 |
| 1917 | Doomsday Engine | Feature | New | Normal | Copy alert text to Clipboard | | 2019-11-29 21:10 | 0 |
| 1851 | Doomsday Engine | Feature | New | Normal | [UI] Dynamic release notes | | 2019-11-30 08:09 | 0 |
| 1779 | Doomsday Engine | Feature | New | Normal | [Home] Show project news and dev blog | | 2019-11-29 20:27 | 0 |
| 1763 | Doomsday Engine | Feature | New | Normal | Autosaving | | 2019-11-29 20:19 | 0 |
| 1758 | Doomsday Engine | Feature | New | Low | Separate left/right modifier keys (Shift, Alt, etc.) | skyjake | 2019-11-29 12:37 | 0 |
| 1754 | Doomsday Engine | Feature | New | High | Start local server using client GUI | skyjake | 2018-07-29 16:46 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|-------------------------------------------------------------------|-----------|------------------|--------|
| 1698 | Doomsday Engine | Feature | New | Normal | Editor for particle generators | | 2019-11-29 19:23 | 0 |
| 1646 | Doomsday Engine | Feature | New | Normal | Stereo 3D enhancements | | 2019-11-29 19:22 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InfineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 1607 | Doomsday Engine | Feature | New | Normal | Reset settings to defaults | | 2019-11-29 21:33 | 40 |
| 1602 | Doomsday Engine | Feature | New | Normal | Improvements for map title in automap | | 2019-11-29 18:27 | 0 |
| 1573 | Doomsday Engine | Feature | New | Normal | Setting for number of samples used for antialiasing | | 2019-11-29 21:31 | 0 |
| 1571 | Doomsday Engine | Feature | New | Normal | On screen notification for Always Run | | 2019-11-29 19:18 | 0 |
| 1514 | Doomsday Engine | Feature | New | Low | GZdoom-like HUD (showing more information) | | 2019-11-29 18:52 | 0 |
| 1512 | Doomsday Engine | Feature | New | Normal | List all impulses in context help for ccmd impulse | | 2019-11-29 20:27 | 0 |
| 1511 | Doomsday Engine | Feature | New | Low | List all cheats in context help for ccmd cheat | | 2019-11-29 22:50 | 0 |
| 1488 | Doomsday Engine | Feature | New | Normal | Extended Hexen fullscreen HUD | | 2019-11-29 18:49 | 0 |
| 1480 | Doomsday Engine | Feature | New | Normal | Include screenshot in savegames | | 2019-11-29 21:28 | 0 |
| 1601 | Doomsday Engine | Feature | In Progress | Urgent | Package management | skyjake | 2019-10-14 10:44 | 80 |
| 4 | Doomsday Engine | Feature | In Progress | Normal | UI improvements | skyjake | 2019-11-29 21:27 | 80 |
| 1734 | Doomsday Engine | Bug | Progressed | Low | Games' Help InFine scripts have no sounds | | 2017-04-03 18:33 | 10 |
| 1089 | Doomsday Engine | Bug | Progressed | High | [MP] Client cannot dismiss "Help/Info" finale | | 2018-07-29 16:46 | 0 |
| 966 | Doomsday Engine | Bug | Progressed | Normal | [Doom] Use of CWILV graphics on automap | | 2017-04-03 14:56 | 50 |
| 778 | Doomsday Engine | Bug | Progressed | Urgent | Gamepad usability issues | | 2020-05-10 11:09 | 0 |
| 1891 | Doomsday Engine | Feature | Progressed | Low | Notification area animations | skyjake | 2019-11-29 21:37 | 10 |
| 1687 | Doomsday Engine | Feature | Progressed | Normal | In-game error dialogs (e.g., corrupt savegame) | | 2019-11-29 21:36 | 50 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1449 | Doomsday Engine | Feature | Progressed | Urgent | Setup bindings/controls via taskbar UI | Deng Team | 2016-07-05 23:54 | 10 |
| 1308 | Doomsday Engine | Feature | Progressed | High | Splitscreen multiplayer | | 2019-11-29 16:28 | 40 |
| 2337 | Doomsday Engine | Bug | Feedback | Normal | No doom II can be selected from the master list in the server tab | tacgnol | 2019-12-01 22:33 | 0 |
| 1915 | Doomsday Engine | Bug | Feedback | Lowest | Click-to-focus also handled as UI click | Deng Team | 2017-04-03 14:05 | 0 |