

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
964	Doomsday Engine	Bug	New	Normal	[XG] Sounds ignore defined group		2017-04-03 15:01	0
2320	Doomsday Engine	Feature	New	Normal	Re-enable XG dummy line		2020-12-08 08:27	0
2051	Doomsday Engine	Feature	New	High	XG test suite / demo map		2017-04-03 18:46	0
1626	Doomsday Engine	Feature	New	Normal	Area-based fog		2017-04-03 19:35	0
1551	Doomsday Engine	Feature	New	Normal	Print unknown line/sector types to the console		2019-11-26 15:33	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] ltf_count requirement		2017-04-03 18:48	0
1526	Doomsday Engine	Feature	New	Normal	[XG] Randomizing activation/deactivation wait timer		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
1507	Doomsday Engine	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2017-04-03 18:48	0
1499	Doomsday Engine	Feature	New	Normal	Flag to disable mobj respawn on specific types		2017-04-03 18:48	0
1493	Doomsday Engine	Feature	New	Normal	Opposites for mobj_gone and activator_type requirements		2017-04-03 18:48	0
1491	Doomsday Engine	Feature	New	Normal	Variable damage for the pmf_crush plane move flag		2017-04-03 18:48	0
1467	Doomsday Engine	Feature	New	High	[XG] Incorporate vanilla line/sector types		2017-04-03 18:48	0
1465	Doomsday Engine	Feature	New	Normal	[XG] "Player needs object X" message		2017-04-03 18:48	0
1461	Doomsday Engine	Feature	New	Normal	Separate chain/event derived/driven behaviour for XG		2017-04-03 18:48	0
1460	Doomsday Engine	Feature	New	Normal	Remember the playing music in save game		2017-04-03 18:49	0
1439	Doomsday Engine	Feature	New	Normal	XG: Spawn objects at player location		2017-04-03 18:48	0
1399	Doomsday Engine	Feature	New	Normal	XG plane movers vs. normal doors		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
1350	Doomsday Engine	Feature	New	Normal	Stair Builder: spread build on tagged sector range		2017-04-03 18:48	0
1327	Doomsday Engine	Feature	New	Normal	Render extra plane in XG sector		2019-11-26 11:32	0
1324	Doomsday Engine	Feature	New	Normal	XG music lines		2017-04-03 18:48	0
1290	Doomsday Engine	Feature	New	Normal	Session-only cvars		2019-11-26 15:33	0
1181	Doomsday Engine	Feature	New	Normal	Ambient sounds (in XG sectors)		2017-04-03 18:48	0
1876	Doomsday Engine	Bug	In Progress	High	[XG] Floor chains appear infunfunctional	skyjake	2019-11-26 21:18	10
1620	Doomsday Engine	Feature	Progressed	High	XG 2.0	Deng Team	2019-11-29 19:05	20
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1993	Doomsday Engine	Bug	Feedback	High	Switching maps while XG lines are active causes seg fault	vermil	2017-04-03 13:55	0