

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|--|----------|------------------|--------|
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |
| 1623 | Doomsday Engine | Feature | Progressed | Urgent | Shaders | skyjake | 2018-10-27 15:14 | 60 |
| 2436 | Doomsday Engine | Bug | In Progress | Normal | Incompatibility with the new M1 | skyjake | 2021-02-03 13:32 | 100 |
| 1886 | Doomsday Engine | Feature | In Progress | Urgent | Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input | skyjake | 2019-10-14 10:23 | 90 |
| 2180 | Doomsday Engine | Bug | New | Normal | Task bar shows only partially (Intel Mobility) | | 2017-04-03 14:19 | 0 |
| 1125 | Doomsday Engine | Bug | New | Low | Handling missing OpenGL support during launch | | 2017-04-03 14:41 | 0 |
| 2188 | Doomsday Engine | Feature | New | Normal | Use OpenVR SDK for virtual reality | | 2016-11-30 07:43 | 0 |
| 1573 | Doomsday Engine | Feature | New | Normal | Setting for number of samples used for antialiasing | | 2019-11-29 21:31 | 0 |