Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1867	Doomsday Engine	Feature	New	Normal	Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)		2019-11-29 21:07	0
2120	Doomsday Engine	Bug	New	Normal	Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional)		2017-04-03 13:32	0
1514	Doomsday Engine	Feature	New	Low	GZdoom-like HUD (showing more information)		2019-11-29 18:52	0
2093	Doomsday Engine	Feature	New	Normal	Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode	Deng Team	2016-03-27 08:20	0
1168	Doomsday Engine	Feature	New	Normal	Real decals: bulletholes, blastmarks, etc.		2017-04-03 19:35	0
1500	Doomsday Engine	Feature	New	Normal	Support for ZDoom ZIP-as-WAD feature		2018-11-05 10:16	0
1544	Doomsday Engine	Feature	New	Normal	Support for ZDoom's Decorate function		2019-11-29 12:31	0
1842	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom's episode and hub definitions in MAPINFO		2019-11-29 12:31	40
1844	Doomsday Engine	Feature	New	Normal	Support ZDoom's skill definitions in MAPINFO		2019-11-29 23:06	0
1840	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format		2019-11-29 23:06	47