

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1388	Doomsday Engine	Feature	New	High	3D floors (Z-overlapped sectors)		2017-04-03 18:57	0
1727	Doomsday Engine	Feature	New	Normal	Apply colored sector lighting by sector via DED		2019-11-29 19:26	0
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
2027	Doomsday Engine	Bug	New	Normal	Doom64TC map is missing 'on' textures for switches		2019-11-29 21:58	0
1945	Doomsday Engine	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2018-10-27 15:08	100
1996	Doomsday Engine	Feature	Progressed	High	Engine-managed "map spot / point of interest" mechanism		2019-11-29 23:06	20
1952	Doomsday Engine	Bug	Progressed	Normal	Eternal Doom MAP26 malformed map hack causing memory release error		2019-11-29 23:06	0
1376	Doomsday Engine	Feature	New	Normal	Externally spawned mobs		2019-11-29 18:36	0
2032	Doomsday Engine	Feature	New	Normal	Game world debugger/inspector sidebar		2019-11-29 21:58	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1265	Doomsday Engine	Feature	New	Low	Map-specific definitions in a WAD lump		2019-11-29 15:21	0
2042	Doomsday Engine	Bug	New	High	Mobj spawning at sector boundary height should choose highest contacted floor		2017-04-03 18:32	0
2056	Doomsday Engine	Bug	New	Normal	Moving platforms sound origin incorrect		2019-11-29 23:01	0
2320	Doomsday Engine	Feature	New	Normal	Re-enable XG dummy line		2020-12-08 08:27	0
2033	Doomsday Engine	Feature	Progressed	High	Runtime map editor		2019-11-29 12:31	0
2256	Doomsday Engine	Bug	New	Normal	Sky clipping through ceiling		2017-07-18 11:02	0
1615	Doomsday Engine	Feature	Progressed	Normal	Sloped planes	skyjake	2018-10-27 15:10	20
1603	Doomsday Engine	Feature	Progressed	Urgent	Support for id Tech 1 map hacks		2019-12-15 07:34	50
1544	Doomsday Engine	Feature	New	Normal	Support for ZDoom's Decorate function		2019-11-29 12:31	0
1668	Doomsday Engine	Feature	New	Normal	Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range		2020-12-08 08:27	0
1233	Doomsday Engine	Feature	New	High	Surface decorations using 3D models		2015-12-22 13:15	0
2370	Doomsday Engine	Bug	In Progress	Normal	[2.3 Unstable] Render Hack Regressions	skyjake	2020-02-23 15:13	90
2440	Doomsday Engine	Bug	New	Normal	[2.3] Render Hack Regressions	skyjake	2021-01-24 10:20	0
1591	Doomsday Engine	Bug	Progressed	Low	[BSP] Fully overlapped map geometry is not always split		2019-11-30 08:06	50
2109	Doomsday Engine	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2019-11-29 23:22	0
2258	Doomsday Engine	Bug	New	Normal	[Doom] Falling through 3D bridges		2019-11-29 23:20	0
1064	Doomsday Engine	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
1585	Doomsday Engine	Feature	Progressed	Normal	[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)		2019-12-15 08:03	0
2386	Doomsday Engine	Bug	New	Normal	[Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector)	skyjake	2020-12-08 08:26	0
2399	Doomsday Engine	Bug	New	Normal	[Render hack] TNT map21: Transparent doors	skyjake	2020-12-08 08:26	0

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1537	Doomsday Engine	Feature	New	Normal	[XG] Activation event option when changing line types		2017-04-03 18:48	0