

## 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    |
| 1125 | Doomsday Engine | Bug     | New         | Low      | Handling missing OpenGL support during launch  |          | 2017-04-03 14:41 | 0      |
| 2436 | Doomsday Engine | Bug     | In Progress | Normal   | Incompatibility with the new M1  | skyjake  | 2021-02-03 13:32 | 100    |
| 1573 | Doomsday Engine | Feature | New         | Normal   | Setting for number of samples used for antialiasing  |          | 2019-11-29 21:31 | 0      |
| 1623 | Doomsday Engine | Feature | Progressed  | Urgent   | Shaders  | skyjake  | 2018-10-27 15:14 | 60     |
| 2180 | Doomsday Engine | Bug     | New         | Normal   | Task bar shows only partially (Intel Mobility)   |          | 2017-04-03 14:19 | 0      |
| 2188 | Doomsday Engine | Feature | New         | Normal   | Use OpenVR SDK for virtual reality   |          | 2016-11-30 07:43 | 0      |
| 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     |