

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 908  | Doomsday Engine | Bug     | New        | High     | Detail texture maximum distance ignored                                    |           | 2017-04-03 14:59 | 0      |
| 2257 | Doomsday Engine | Bug     | New        | Normal   | FIREBLU texture replacements blink in Doom II                              |           | 2017-07-18 11:01 | 0      |
| 910  | Doomsday Engine | Bug     | New        | Normal   | Flat tiling error with custom flats  |           | 2017-04-03 14:59 | 0      |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent   | Per-pixel surface shading (bump/specular/reflection etc. mapping)          | Deng Team | 2016-07-06 00:03 | 20     |
| 1923 | Doomsday Engine | Bug     | New        | Normal   | PNG textures render as solid black (embedded in WAD)                       |           | 2016-10-27 12:51 | 0      |
| 1864 | Doomsday Engine | Feature | New        | Normal   | Remember material, particle and decoration animation states in saved games |           | 2019-11-29 21:06 | 0      |