

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|----------|----------|---|----------|------------------|--------|
| 1276 | Doomsday Engine | Feature | New | Normal | Attach dynamic lights on models | | 2016-08-09 10:50 | 0 |
| 1618 | Doomsday Engine | Feature | New | Normal | Decorations/effects for game events (power up, damage, etc.) | | 2019-11-29 18:43 | 0 |
| 1201 | Doomsday Engine | Feature | New | High | Dynamic shadows | skyjake | 2019-11-29 16:15 | 50 |
| 882 | Doomsday Engine | Bug | New | Normal | Fullbright psprites and colored lighting | | 2017-04-03 14:59 | 0 |
| 1635 | Doomsday Engine | Feature | Resolved | Normal | HDR rendering | skyjake | 2018-10-27 15:06 | 100 |
| 514 | Doomsday Engine | Bug | New | Low | Light decoration placement on planes if origin is incident with a sector boundary | | 2017-04-03 14:56 | 0 |
| 1296 | Doomsday Engine | Feature | New | Normal | Light Stages for animated light sources | | 2019-11-29 16:24 | 0 |
| 2035 | Doomsday Engine | Feature | New | Normal | Map lighting editor (volume, surface, and point sources) | | 2019-11-29 21:59 | 0 |
| 1535 | Doomsday Engine | Feature | New | Normal | Option for fullbright textures affected by colored sectors | | 2019-11-29 19:02 | 0 |
| 2392 | Doomsday Engine | Feature | New | Normal | Sky-lit sectors should not be dimmer than non-sky-lit sectors with equivalent light level | skyjake | 2020-12-08 08:27 | 0 |
| 1362 | Doomsday Engine | Feature | New | Normal | Smoothing of dynlights & halos | skyjake | 2019-11-29 16:44 | 0 |