

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1451	Doomsday Engine	Feature	New	Normal	[InFine] stopsound		2019-11-29 18:45	0
1523	Doomsday Engine	Feature	New	Normal	[Infine] Skill level checks		2019-11-29 18:57	0
1357	Doomsday Engine	Feature	New	Normal	[InFine] More blending modes (add/mul/inv etc)		2019-11-29 16:43	0
10	Doomsday Engine	Bug	New	Normal	[InFine] Line spacing for text		2017-04-03 14:41	0
613	Doomsday Engine	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
1331	Doomsday Engine	Feature	New	High	[InFine] Evaluate cvars with IF condition		2019-11-29 16:41	0
1389	Doomsday Engine	Feature	New	Normal	[InFine] Check if resource originates from an IWAD		2019-11-29 18:38	0
1064	Doomsday Engine	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
2000	Doomsday Engine	Bug	New	Normal	[Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes)		2017-04-03 18:33	0
1921	Doomsday Engine	Bug	New	Normal	[Doom] No screen wipe from map to post map InFine		2017-04-03 18:32	0
1817	Doomsday Engine	Bug	Feedback	Normal	Premap infine and preplaying music oversight	vermil	2017-04-03 14:17	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1709	Doomsday Engine	Bug	New	Low	Infine events interfere with taskbar		2017-04-03 14:38	0
1632	Doomsday Engine	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2019-11-29 12:31	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2019-11-29 12:31	0
1958	Doomsday Engine	Bug	New	Normal	Help infine clash with already playing infine		2017-04-03 14:01	0
1734	Doomsday Engine	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
1631	Doomsday Engine	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1153	Doomsday Engine	Feature	New	High	Customizable intermissions		2019-11-29 16:09	0