

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|---|-----------|------------------|--------|
| 287 | Doomsday Engine | Bug | Progressed | Low | Changes to BLOOD states ignored | | 2019-11-29 23:04 | 0 |
| 1104 | Doomsday Engine | Bug | Progressed | Normal | Replacement flats VS texture animations | | 2017-04-03 14:43 | 0 |
| 1735 | Doomsday Engine | Bug | New | Low | Doom2 PWAD save games use level name from IWAD | | 2019-11-29 22:59 | 0 |
| 1876 | Doomsday Engine | Bug | In Progress | High | [XG] Floor chains appear infunfunctional | skyjake | 2019-11-26 21:18 | 10 |
| 2012 | Doomsday Engine | Bug | New | Normal | [Doom] Boom bug in Memento Mori II | | 2017-04-03 13:50 | 0 |
| 2117 | Doomsday Engine | Bug | New | Normal | [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4) | | 2017-04-03 18:33 | 0 |
| 2324 | Doomsday Engine | Bug | New | Normal | Sky texture issue upon MOD loading/unloading in game | | 2019-11-29 22:31 | 0 |
| 2326 | Doomsday Engine | Bug | New | High | [Doom] PRCP map32; player incorrectly spawning as camera | | 2019-11-29 22:30 | 0 |
| 2354 | Doomsday Engine | Bug | In Progress | Normal | Compatibility with TNT: Revilution (MAP30) | skyjake | 2019-12-18 21:41 | 50 |
| 2404 | Doomsday Engine | Bug | New | Normal | REKKR compatibility issues | skyjake | 2020-01-22 06:33 | 0 |
| 1153 | Doomsday Engine | Feature | New | High | Customizable intermissions | | 2019-11-29 16:09 | 0 |
| 1190 | Doomsday Engine | Feature | Progressed | High | External scripts for mobj behavior | skyjake | 2019-11-29 16:13 | 30 |
| 1252 | Doomsday Engine | Feature | Progressed | High | Integrate Hexen features into libcommon | | 2019-11-29 21:24 | 40 |
| 1316 | Doomsday Engine | Feature | New | Normal | HHE support | | 2019-11-29 16:39 | 0 |
| 1459 | Doomsday Engine | Feature | New | Normal | Replacement of MT_POD unique behavior with flag | | 2019-11-29 18:49 | 0 |
| 1489 | Doomsday Engine | Feature | New | Normal | Separate decor definitions for different plane types | | 2019-11-29 18:50 | 0 |
| 1491 | Doomsday Engine | Feature | New | Normal | Variable damage for the pmf_crush plane move flag | | 2017-04-03 18:48 | 0 |
| 1499 | Doomsday Engine | Feature | New | Normal | Flag to disable mobj respawn on specific types | | 2017-04-03 18:48 | 0 |
| 1502 | Doomsday Engine | Feature | New | High | Load any supported image format from WAD lump | | 2016-03-27 08:06 | 0 |
| 1532 | Doomsday Engine | Feature | New | Low | [Doom Heretic] Secret found message text | | 2019-11-29 15:44 | 0 |
| 1554 | Doomsday Engine | Feature | New | Normal | [Hexen] Remove fixed MAX_TID_COUNT limit | | 2019-11-29 19:11 | 0 |
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InFineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 1698 | Doomsday Engine | Feature | New | Normal | Editor for particle generators | | 2019-11-29 19:23 | 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 |
| 1840 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom-extended MAPINFO format | | 2019-11-29 23:06 | 47 |
| 1867 | Doomsday Engine | Feature | New | Normal | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom) | | 2019-11-29 21:07 | 0 |
| 1970 | Doomsday Engine | Feature | New | Normal | Scriptable map entry/exit, cycling | | 2019-11-29 21:13 | 0 |
| 2051 | Doomsday Engine | Feature | New | High | XG test suite / demo map | | 2017-04-03 18:46 | 0 |
| 2281 | Doomsday Engine | Feature | New | Normal | Apply Values in Hexen | skyjake | 2019-11-29 12:31 | 0 |
| 2393 | Doomsday Engine | Feature | New | Normal | Map selection UI for Master Levels for Doom II (Episode with additional packages) | skyjake | 2020-12-08 08:27 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|---|-----------|------------------|--------|
| 2430 | Doomsday Engine | Feature | New | Normal | Add support for Bethesda.net official addon PWADs | Deng Team | 2020-09-17 14:28 | 0 |