

## Issues

| #    | Project         | Tracker | Status | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|--------|----------|--|-----------|------------------|--------|
| 2104 | Doomsday Engine | Bug     | New    | High     | [Doom] Boss Brain generators incorrect position                            |           | 2017-04-03 13:36 | 0      |
| 2048 | Doomsday Engine | Bug     | New    | High     | Particle effects obscure map objects                                       |           | 2017-04-03 13:46 | 0      |
| 2091 | Doomsday Engine | Bug     | New    | Normal   | State Particles won't start for Afrit in some cases (Hexen)                | Deng Team | 2017-04-03 13:40 | 0      |
| 1819 | Doomsday Engine | Bug     | New    | Normal   | Mobj Particles won't start.  |           | 2017-04-03 14:16 | 0      |
| 263  | Doomsday Engine | Bug     | New    | Normal   | Particles rendered at wrong height   |           | 2017-04-03 15:08 | 0      |
| 918  | Doomsday Engine | Bug     | New    | Low      | Particles and looking up/down sharply                                      |           | 2017-04-03 14:59 | 0      |
| 1699 | Doomsday Engine | Feature | New    | High     | Particle renderer 2.0  |           | 2017-04-03 18:55 | 0      |
| 1542 | Doomsday Engine | Feature | New    | High     | Use hit origin for Damage generator  |           | 2019-11-29 19:08 | 0      |
| 1289 | Doomsday Engine | Feature | New    | High     | Flat-triggered particle generators created/destroyed on material change    |           | 2019-11-29 16:23 | 0      |
| 1242 | Doomsday Engine | Feature | New    | High     | Player weapon particle muzzle flashes (for external viewers only)          |           | 2019-11-29 16:19 | 0      |
| 2403 | Doomsday Engine | Feature | New    | Normal   | User-provided particle texture flipbook (atlas)                            | skyjake   | 2020-12-08 08:27 | 0      |
| 2195 | Doomsday Engine | Feature | New    | Normal   | Permanent blood (surface decal effect)                                     |           | 2017-01-22 08:50 | 0      |
| 1864 | Doomsday Engine | Feature | New    | Normal   | Remember material, particle and decoration animation states in saved games |           | 2019-11-29 21:06 | 0      |
| 1698 | Doomsday Engine | Feature | New    | Normal   | Editor for particle generators   |           | 2019-11-29 19:23 | 0      |
| 1618 | Doomsday Engine | Feature | New    | Normal   | Decorations/effects for game events (power up, damage, etc.)               |           | 2019-11-29 18:43 | 0      |
| 1430 | Doomsday Engine | Feature | New    | Normal   | Particle generator decorations (e.g., particles from a wall)               |           | 2019-11-29 18:40 | 0      |
| 1414 | Doomsday Engine | Feature | New    | Normal   | Generate particles when touching a plane                                   |           | 2019-11-29 19:19 | 0      |
| 1336 | Doomsday Engine | Feature | New    | Normal   | Random textured particle direction   |           | 2019-11-29 16:43 | 0      |
| 1335 | Doomsday Engine | Feature | New    | Normal   | Random particle types  |           | 2019-11-29 16:42 | 0      |
| 1323 | Doomsday Engine | Feature | New    | Normal   | Set skin on particle model from within particle generator                  |           | 2016-08-09 10:56 | 0      |
| 1314 | Doomsday Engine | Feature | New    | Normal   | Particle spawn rate affected by mobj visibility                            |           | 2019-11-29 16:38 | 0      |
| 1287 | Doomsday Engine | Feature | New    | Normal   | Particle generator flag: transform center offset along with the object     |           | 2016-08-09 10:54 | 0      |
| 1677 | Doomsday Engine | Feature | New    | Low      | Square particle shape (option, as alternative to round particles)          |           | 2019-11-29 15:51 | 0      |
| 1546 | Doomsday Engine | Feature | New    | Low      | Option for particle generator to hide sprite                               |           | 2019-11-29 15:45 | 0      |
| 1368 | Doomsday Engine | Feature | New    | Low      | More Alt Start positions in Generators                                     |           | 2019-11-29 15:27 | 0      |
| 1364 | Doomsday Engine | Feature | New    | Low      | More options for pt_line type particles                                    |           | 2019-11-29 15:26 | 0      |
| 390  | Doomsday Engine | Feature | New    | Low      | Alignpitch/yaw flags for model particles                                   |           | 2019-11-29 23:09 | 0      |
| 1305 | Doomsday Engine | Feature | New    | Lowest   | Particle generator flag: instantly kill generator                          |           | 2019-11-29 15:26 | 0      |