

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|----------------------------------------------------------------------------|-----------|------------------|--------|
| 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 |
| 1819 | Doomsday Engine | Bug | New | Normal | Mobj Particles won't start. | | 2017-04-03 14:16 | 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 |
| 2104 | Doomsday Engine | Bug | New | High | [Doom] Boss Brain generators incorrect position | | 2017-04-03 13:36 | 0 |
| 2403 | Doomsday Engine | Feature | New | Normal | User-provided particle texture flipbook (atlas) | skyjake | 2020-12-08 08:27 | 0 |
| 390 | Doomsday Engine | Feature | New | Low | Alignpitch/yaw flags for model particles | | 2019-11-29 23:09 | 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 |
| 1414 | Doomsday Engine | Feature | New | Normal | Generate particles when touching a plane | | 2019-11-29 19:19 | 0 |
| 1542 | Doomsday Engine | Feature | New | High | Use hit origin for Damage generator | | 2019-11-29 19:08 | 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 |
| 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 |
| 1314 | Doomsday Engine | Feature | New | Normal | Particle spawn rate affected by mobj visibility | | 2019-11-29 16:38 | 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 |
| 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 |
| 1305 | Doomsday Engine | Feature | New | Lowest | Particle generator flag: instantly kill generator | | 2019-11-29 15:26 | 0 |
| 1699 | Doomsday Engine | Feature | New | High | Particle renderer 2.0 | | 2017-04-03 18:55 | 0 |
| 2195 | Doomsday Engine | Feature | New | Normal | Permanent blood (surface decal effect) | | 2017-01-22 08:50 | 0 |
| 1323 | Doomsday Engine | Feature | New | Normal | Set skin on particle model from within particle generator | | 2016-08-09 10:56 | 0 |
| 1287 | Doomsday Engine | Feature | New | Normal | Particle generator flag: transform center offset along with the object | | 2016-08-09 10:54 | 0 |