

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 2394 | Doomsday Engine | Feature | New | Normal | Episodes defined in game profile | Deng Team | 2020-01-05 12:52 | 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 |
| 2281 | Doomsday Engine | Feature | New | Normal | Apply Values in Hexen | skyjake | 2019-11-29 12:31 | 0 |
| 2093 | Doomsday Engine | Feature | New | Normal | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode | Deng Team | 2016-03-27 08:20 | 0 |
| 2051 | Doomsday Engine | Feature | New | High | XG test suite / demo map | | 2017-04-03 18:46 | 0 |
| 1844 | Doomsday Engine | Feature | New | Normal | Support ZDoom's skill definitions in MAPINFO | | 2019-11-29 23:06 | 0 |
| 1842 | Doomsday Engine | Feature | Progressed | Normal | Support ZDoom's episode and hub definitions in MAPINFO | | 2019-11-29 12:31 | 40 |
| 1768 | Doomsday Engine | Feature | Progressed | High | Boom compatibility | | 2019-11-29 23:29 | 20 |
| 1762 | Doomsday Engine | Feature | New | Normal | Game hierarchy | | 2019-11-29 20:18 | 0 |
| 1727 | Doomsday Engine | Feature | New | Normal | Apply colored sector lighting by sector via DED | | 2019-11-29 19:26 | 0 |
| 1726 | Doomsday Engine | Feature | New | Normal | Remapping the colours on a texture via material def | | 2019-11-29 19:26 | 0 |
| 1617 | Doomsday Engine | Feature | New | High | Scoped definitions and variables | Deng Team | 2016-12-01 20:17 | 0 |
| 1608 | Doomsday Engine | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2018-11-05 08:50 | 20 |
| 1563 | Doomsday Engine | Feature | New | Normal | Weapon text defs affect the Controls menu | | 2019-11-29 19:15 | 0 |
| 1559 | Doomsday Engine | Feature | New | Low | State and sprite without a mobj (SMT2A0/STLAG) | | 2019-11-29 19:14 | 0 |
| 1546 | Doomsday Engine | Feature | New | Low | Option for particle generator to hide sprite | | 2019-11-29 15:45 | 0 |
| 1532 | Doomsday Engine | Feature | New | Low | [Doom Heretic] Secret found message text | | 2019-11-29 15:44 | 0 |
| 1489 | Doomsday Engine | Feature | New | Normal | Separate decor definitions for different plane types | | 2019-11-29 18:50 | 0 |
| 1471 | Doomsday Engine | Feature | New | Normal | Standard definitions should conform to vanilla | | 2019-11-29 23:06 | 0 |
| 1394 | Doomsday Engine | Feature | New | High | Consistent map scoping in definitions | | 2019-11-29 21:25 | 0 |
| 1376 | Doomsday Engine | Feature | New | Normal | Externally spawned mobjs | | 2019-11-29 18:36 | 0 |
| 1335 | Doomsday Engine | Feature | New | Normal | Random particle types | | 2019-11-29 16:42 | 0 |
| 1301 | Doomsday Engine | Feature | Progressed | High | Redesigned DED Reader | skyjake | 2019-11-29 16:27 | 80 |
| 1265 | Doomsday Engine | Feature | New | Low | Map-specific definitions in a WAD lump | | 2019-11-29 15:21 | 0 |
| 1264 | Doomsday Engine | Feature | New | Normal | Conditional decorations | | 2019-11-29 16:20 | 0 |
| 1232 | Doomsday Engine | Feature | New | Low | Customisable barrel explosion damage | | 2016-08-09 10:43 | 0 |
| 1139 | Doomsday Engine | Feature | New | Normal | More variations within repeated texture patterns with alternative textures (for detail textures) | | 2019-11-29 15:56 | 0 |
| 2120 | Doomsday Engine | Bug | New | Normal | Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional) | | 2017-04-03 13:32 | 0 |
| 2090 | Doomsday Engine | Bug | New | Normal | Missile with no death state error | | 2017-04-03 13:42 | 0 |
| 2048 | Doomsday Engine | Bug | New | High | Particle effects obscure map objects | | 2017-04-03 13:46 | 0 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|--------|----------|--|----------|------------------|--------|
| 1957 | Doomsday Engine | Bug | New | Low | [Doom] God Mode cheat doesn't respect Values def | | 2017-04-03 14:03 | 0 |
| 1858 | Doomsday Engine | Bug | New | Low | 0 tic/time handling | | 2019-11-29 21:05 | 0 |
| 1723 | Doomsday Engine | Bug | New | Normal | [Value def's] impossible to remove pistol | | 2017-04-03 14:34 | 0 |
| 1593 | Doomsday Engine | Bug | New | Low | [Doom] Excess state in rocket explosion | | 2017-04-03 14:40 | 0 |
| 1064 | Doomsday Engine | Bug | New | High | [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine) | | 2016-11-22 14:21 | 0 |
| 1008 | Doomsday Engine | Bug | New | Normal | HUD weapon discrepancy (in release build?) | | 2017-04-03 19:00 | 0 |
| 975 | Doomsday Engine | Bug | New | Normal | [Doom] Armour Helmets full bright | | 2017-04-03 18:32 | 0 |