

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1502	Doomsday Engine	Feature	New	High	Load any supported image format from WAD lump		2016-03-27 08:06	0
2012	Doomsday Engine	Bug	New	Normal	[Doom] Boom bug in Memento Mori II		2017-04-03 13:50	0
1104	Doomsday Engine	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
2117	Doomsday Engine	Bug	New	Normal	[HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)		2017-04-03 18:33	0
2051	Doomsday Engine	Feature	New	High	XG test suite / demo map		2017-04-03 18:46	0
1499	Doomsday Engine	Feature	New	Normal	Flag to disable mobj respawn on specific types		2017-04-03 18:48	0
1491	Doomsday Engine	Feature	New	Normal	Variable damage for the pmf_crush plane move flag		2017-04-03 18:48	0
1876	Doomsday Engine	Bug	In Progress	High	[XG] Floor chains appear infunctional	skyjake	2019-11-26 21:18	10
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InFineWidget)	Deng Team	2019-11-29 12:31	0
2281	Doomsday Engine	Feature	New	Normal	Apply Values in Hexen	skyjake	2019-11-29 12:31	0
1532	Doomsday Engine	Feature	New	Low	[Doom Heretic] Secret found message text		2019-11-29 15:44	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
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
1554	Doomsday Engine	Feature	New	Normal	[Hexen] Remove fixed MAX_TID_COUNT limit		2019-11-29 19:11	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
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
1252	Doomsday Engine	Feature	Progressed	High	Integrate Hexen features into libcommon		2019-11-29 21:24	40
2326	Doomsday Engine	Bug	New	High	[Doom] PRCP map32; player incorrectly spawning as camera		2019-11-29 22:30	0
2324	Doomsday Engine	Bug	New	Normal	Sky texture issue upon MOD loading/unloading in game		2019-11-29 22:31	0
1735	Doomsday Engine	Bug	New	Low	Doom2 PWAD save games use level name from IWAD		2019-11-29 22:59	0
287	Doomsday Engine	Bug	Progressed	Low	Changes to BLOOD states ignored		2019-11-29 23:04	0
1840	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format		2019-11-29 23:06	47
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
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
2430	Doomsday Engine	Feature	New	Normal	Add support for Bethesda.net official addon PWADs	Deng Team	2020-09-17 14:28	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
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