

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 1864 | Doomsday Engine | Feature | New | Normal | Remember material, particle and decoration animation states in saved games | | 2019-11-29 21:06 | 0 |
| 2257 | Doomsday Engine | Bug | New | Normal | FIREBLU texture replacements blink in Doom II | | 2017-07-18 11:01 | 0 |
| 908 | Doomsday Engine | Bug | New | High | Detail texture maximum distance ignored | | 2017-04-03 14:59 | 0 |
| 910 | Doomsday Engine | Bug | New | Normal | Flat tiling error with custom flats | | 2017-04-03 14:59 | 0 |
| 1923 | Doomsday Engine | Bug | New | Normal | PNG textures render as solid black (embedded in WAD) | | 2016-10-27 12:51 | 0 |
| 1625 | Doomsday Engine | Feature | Progressed | Urgent | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2016-07-06 00:03 | 20 |