Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1598	Doomsday Engine	Bug	New	Low	Strange vertical view bobbing when running into walls		2019-11-29 22:58	0
1865	Doomsday Engine	Feature	New	Normal	Align 3D model's head with the target's direction		2019-11-29 21:06	0
1412	Doomsday Engine	Feature	New	Low	Camera effect: screen shaking		2019-11-29 19:21	0
1296	Doomsday Engine	Feature	New	Normal	Light Stages for animated light sources		2019-11-29 16:24	0
1242	Doomsday Engine	Feature	New	High	Player weapon particle muzzle flashes (for external viewers only)		2019-11-29 16:19	0
1153	Doomsday Engine	Feature	New	High	Customizable intermissions		2019-11-29 16:09	0
1231	Doomsday Engine	Feature	New	Normal	Ragdoll physics		2019-11-29 16:05	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2019-11-29 12:31	0
1592	Doomsday Engine	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
613	Doomsday Engine	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
511	Doomsday Engine	Bug	New	Normal	[Heretic|Hexen] Torch fix not applied (low ceiling)		2017-04-03 14:56	0
1104	Doomsday Engine	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
1631	Doomsday Engine	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1817	Doomsday Engine	Bug	Feedback	Normal	Premap infine and preplaying music oversight	vermil	2017-04-03 14:17	0
2194	Doomsday Engine	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0