

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2392	Doomsday Engine	Feature	New	Normal	Sky-lit sectors should not be dimmer than non-sky-lit sectors with equivalent light level	skyjake	2020-12-08 08:27	0
2035	Doomsday Engine	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2019-11-29 21:59	0
1535	Doomsday Engine	Feature	New	Normal	Option for fullbright textures affected by colored sectors		2019-11-29 19:02	0
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1362	Doomsday Engine	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2019-11-29 16:44	0
1296	Doomsday Engine	Feature	New	Normal	Light Stages for animated light sources		2019-11-29 16:24	0
1201	Doomsday Engine	Feature	New	High	Dynamic shadows	skyjake	2019-11-29 16:15	50
1635	Doomsday Engine	Feature	Resolved	Normal	HDR rendering	skyjake	2018-10-27 15:06	100
882	Doomsday Engine	Bug	New	Normal	Fullbright psprites and colored lighting		2017-04-03 14:59	0
514	Doomsday Engine	Bug	New	Low	Light decoration placement on planes if origin is incident with a sector boundary		2017-04-03 14:56	0
1276	Doomsday Engine	Feature	New	Normal	Attach dynamic lights on models		2016-08-09 10:50	0