

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|---|-----------|------------------|--------|
| 2320 | Doomsday Engine | Feature | New         | Normal   | Re-enable XG dummy line                                       |           | 2020-12-08 08:27 | 0      |
| 1620 | Doomsday Engine | Feature | Progressed  | High     | XG 2.0  | Deng Team | 2019-11-29 19:05 | 20     |
| 1876 | Doomsday Engine | Bug     | In Progress | High     | [XG] Floor chains appear infunfunctional                      | skyjake   | 2019-11-26 21:18 | 10     |
| 1290 | Doomsday Engine | Feature | New         | Normal   | Session-only cvars  |           | 2019-11-26 15:33 | 0      |
| 1551 | Doomsday Engine | Feature | New         | Normal   | Print unknown line/sector types to the console                |           | 2019-11-26 15:33 | 0      |
| 1327 | Doomsday Engine | Feature | New         | Normal   | Render extra plane in XG sector                               |           | 2019-11-26 11:32 | 0      |
| 1608 | Doomsday Engine | Feature | Progressed  | High     | Integrate Doomsday Script                                     | skyjake   | 2018-11-05 08:50 | 20     |
| 1626 | Doomsday Engine | Feature | New         | Normal   | Area-based fog  |           | 2017-04-03 19:35 | 0      |
| 1460 | Doomsday Engine | Feature | New         | Normal   | Remember the playing music in save game                       |           | 2017-04-03 18:49 | 0      |
| 1467 | Doomsday Engine | Feature | New         | High     | [XG] Incorporate vanilla line/sector 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      |
| 1493 | Doomsday Engine | Feature | New         | Normal   | Opposites for mobj_gone and activator_type requirements       |           | 2017-04-03 18:48 | 0      |
| 1499 | Doomsday Engine | Feature | New         | Normal   | Flag to disable mobj respawn on specific types                |           | 2017-04-03 18:48 | 0      |
| 1374 | Doomsday Engine | Feature | New         | Normal   | XG refs: logical NOT  |           | 2017-04-03 18:48 | 0      |
| 1379 | Doomsday Engine | Feature | New         | Normal   | XG refs: evaluate params at runtime                           |           | 2017-04-03 18:48 | 0      |
| 1399 | Doomsday Engine | Feature | New         | Normal   | XG plane movers vs. normal doors                              |           | 2017-04-03 18:48 | 0      |
| 1439 | Doomsday Engine | Feature | New         | Normal   | XG: Spawn objects at player location                          |           | 2017-04-03 18:48 | 0      |
| 1461 | Doomsday Engine | Feature | New         | Normal   | Separate chain/event derived/driven behaviour for XG          |           | 2017-04-03 18:48 | 0      |
| 1465 | Doomsday Engine | Feature | New         | Normal   | [XG] "Player needs object X" message                          |           | 2017-04-03 18:48 | 0      |
| 1181 | Doomsday Engine | Feature | New         | Normal   | Ambient sounds (in XG sectors)                                |           | 2017-04-03 18:48 | 0      |
| 1324 | Doomsday Engine | Feature | New         | Normal   | XG music lines  |           | 2017-04-03 18:48 | 0      |
| 1350 | Doomsday Engine | Feature | New         | Normal   | Stair Builder: spread build on tagged sector range            |           | 2017-04-03 18:48 | 0      |
| 1526 | Doomsday Engine | Feature | New         | Normal   | [XG] Randomizing activation/deactivation wait timer           |           | 2017-04-03 18:48 | 0      |
| 1530 | Doomsday Engine | Feature | New         | Normal   | [XG] ltf_count requirement                                    |           | 2017-04-03 18:48 | 0      |
| 1537 | Doomsday Engine | Feature | New         | Normal   | [XG] Activation event option when changing line types         |           | 2017-04-03 18:48 | 0      |
| 1507 | Doomsday Engine | Feature | New         | Normal   | [InFine] Option to pause playing script if the game is paused |           | 2017-04-03 18:48 | 0      |
| 1524 | Doomsday Engine | Feature | New         | High     | [XG] Ability to do anything with ammo, weapons and artefacts  |           | 2017-04-03 18:48 | 0      |
| 2051 | Doomsday Engine | Feature | New         | High     | XG test suite / demo map                                      |           | 2017-04-03 18:46 | 0      |
| 964  | Doomsday Engine | Bug     | New         | Normal   | [XG] Sounds ignore defined group                              |           | 2017-04-03 15:01 | 0      |
| 1993 | Doomsday Engine | Bug     | Feedback    | High     | Switching maps while XG lines are active causes seg fault     | vermil    | 2017-04-03 13:55 | 0      |