Chronological features

#	Tracker	Status	Priority	Subject	Assignee	Created
2469	Feature	New	Normal	NVIDIA RTX Ray Tracing Support	Deng Team	2022-08-30 04:21
2465	Feature	New	Normal	Keeping arsenal in coop	Deng Team	2021-10-23 18:36
2453	Feature	New	Normal	head bobbing model.weapon.* simple scale factor	Deng Team	2021-03-15 02:17
2449	Feature	New	Normal	FBX LOD	skyjake	2021-02-17 00:19
2439	Feature	New	Normal	Copy/paste to/from clipboard in the command prompt	Deng Team	2021-01-03 07:22
2434	Feature	New	Normal	CHEX3 v1.4	Deng Team	2020-11-05 17:21
2433	Feature	New	Normal	HACX 2.0r61	Deng Team	2020-11-05 17:15
2430	Feature	New	Normal	Add support for Bethesda.net official addon PWADs	Deng Team	2020-09-17 14:25
2423	Feature	New	Normal	Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery	Deng Team	2020-05-10 07:35
2420	Feature	New	Normal	Heretic: new visual effects, light decorations and particle generators	Deng Team	2020-04-18 00:55
2413	Feature	New	High	[MP] Configure what the server does after a timeout when no clients connected	skyjake	2020-02-05 07:19
2407	Feature	New	Normal	"follow / no follow" in the automap settings	Deng Team	2020-01-28 01:23
2403	Feature	New	Normal	User-provided particle texture flipbook (atlas)	skyjake	2020-01-17 19:57
2395	Feature	New	Normal	Exporting and importing game profiles (files and dengine.net)	Deng Team	2020-01-05 09:07
2394	Feature	New	Normal	Episodes defined in game profile	Deng Team	2020-01-05 09:00
2393	Feature	New	Normal	Map selection UI for Master Levels for Doom II (Episode with additional packages)	skyjake	2020-01-03 06:44
2392	Feature	New	Normal	Sky-lit sectors should not be dimmer than non-sky-lit sectors with equivalent light level	skyjake	2020-01-01 17:04
2391	Feature	New	Normal	[SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback	Deng Team	2019-12-31 11:04
2390	Feature	New	Normal	[FMOD] Ogg Vorbis custom loop point tags	skyjake	2019-12-31 11:00
2387	Feature	New	Normal	[Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option)	Deng Team	2019-12-31 09:23
2383	Feature	New	Normal	Stereo rendering convergence setting	Deng Team	2019-12-27 14:41
2377	Feature	New	Lowest	[Hexen] Option for monster respawn rate	Deng Team	2019-12-24 06:35
2355	Feature	New	Normal	Build must fail on macOS notarization error	Deng Team	2019-11-30 08:03
2340	Feature	New	Normal	A new MP game mode: no respawn		2019-08-02 10:28
2336	Feature	New	Normal	Comprehensive server info and metadata		2019-06-24 14:43
2335	Feature	New	Normal	[Shell] Command line option for opening connection to a server address		2019-06-24 14:41
2333	Feature	New	Normal	Extend info about server wads (filename, checksum)		2019-06-24 14:40
2325	Feature	New	High	A way to vote for a specific map		2019-03-25 06:28
2320	Feature	New	Normal	Re-enable XG dummy line		2019-01-24 20:06
2304	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2018-12-13 10:08
2298	Feature	New	Normal	Upgrade Assimp to latest 4.x version	skyjake	2018-11-20 15:49

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2295	Feature	New	Normal	Support XBOX version of Doom		2018-11-09 07:46
2292	Feature	New	Normal	Indication of an options default setting		2018-11-05 11:27
2289	Feature	New	Normal	Filtering game profiles in Home using search terms	skyjake	2018-10-27 19:07
2288	Feature	New	Normal	Configure all multiplayer game options via GUI	skyjake	2018-10-27 14:45
2286	Feature	New	Normal	Editing all global Doomsday key bindings	skyjake	2018-10-12 19:45
2281	Feature	New	Normal	Apply Values in Hexen	skyjake	2018-08-29 09:17
2241	Feature	Progressed	Normal	Configure games via Home UI (advanced users, cf. autoexec.cfg)	skyjake	2017-04-05 18:55
2195	Feature	New	Normal	Permanent blood (surface decal effect)		2017-01-20 19:00
2192	Feature	New	Low	Procedural images generated based on a text file (.deimage)	skyjake	2017-01-10 12:54
2188	Feature	New	Normal	Use OpenVR SDK for virtual reality		2016-11-30 07:43
2185	Feature	In Progress	High	Package repositories	skyjake	2016-11-20 19:04
2184	Feature	New	Normal	Keyboard navigation: bindable controls	skyjake	2016-11-20 14:46
2179	Feature	New	Low	Map has no secrets, displayed as 0% (vs. 100%)		2016-09-13 05:15
2170	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 08:51
2160	Feature	Progressed	Low	Custom screenshader support and profiles	Deng Team	2016-05-21 21:56
2159	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 13:58
2156	Feature	New	Normal	[HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)		2016-04-02 12:50
2155	Feature	New	Normal	BOOM support for sunlust.wad		2016-04-02 01:34
2153	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2016-03-27 08:29
2123	Feature	New	Low	Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses...		2015-11-04 03:25
2093	Feature	New	Normal	Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode	Deng Team	2015-06-19 15:11
2072	Feature	New	High	Gracefully exit to Home on fatal error in a game (e.g., DED/resource error)		2015-05-27 20:49
2057	Feature	New	Normal	Multiple client instances	skyjake	2015-05-16 15:24
2053	Feature	New	Normal	[HeXen DK] Automatically handle version 1.0 lack of SNDINFO		2015-05-15 14:23
2051	Feature	New	High	XG test suite / demo map		2015-05-14 11:56
2035	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2015-05-05 10:22
2033	Feature	Progressed	High	Runtime map editor		2015-05-03 21:51
2032	Feature	New	Normal	Game world debugger/inspector sidebar		2015-05-03 21:40
2028	Feature	New	Normal	libcommon uses the preprocessor excessively in order specialize for doom, heretic, and hexen		2015-05-03 09:11
2023	Feature	New	Low	New Doom 64 plugin (accurate gameplay, original ROM)		2015-05-02 15:46
2015	Feature	Progressed	Normal	Remove server-side audio system		2015-04-22 05:37
1998	Feature	New	Normal	Emulate original game menus (other settings moved to taskbar UI)		2015-03-17 12:12
1996	Feature	Progressed	High	Engine-managed "map spot / point of interest" mechanism		2015-03-13 15:53

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1986	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2015-03-02 08:52
1979	Feature	Feedback	Normal	Additional sound formats		2015-02-13 23:46
1976	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2015-02-12 13:22
1970	Feature	New	Normal	Scriptable map entry/exit, cycling		2015-02-11 17:51
1962	Feature	New	High	Revised network protocol based on libshell	skyjake	2015-02-11 10:18
1945	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2015-01-13 13:44
1938	Feature	New	Low	Polyobjs represented by 3D models		2015-01-11 20:49
1920	Feature	New	Normal	Tree navigator widget (libappfw)	skyjake	2014-12-03 21:59
1917	Feature	New	Normal	Copy alert text to Clipboard		2014-11-29 00:57
1905	Feature	New	Low	God mode console cheat that doesn't restore health		2014-11-20 19:37
1891	Feature	Progressed	Low	Notification area animations	skyjake	2014-10-28 11:43
1886	Feature	In Progress	Urgent	Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input	skyjake	2014-10-20 15:17
1877	Feature	New	Normal	[Updater] Use Sparkle for automatic updates (on OS X)	skyjake	2014-10-14 11:54
1869	Feature	New	Normal	Support 'shadowed' texture resources in animated textures		2014-09-29 23:09
1867	Feature	New	Normal	Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)		2014-09-18 00:16
1865	Feature	New	Normal	Align 3D model's head with the target's direction		2014-09-15 08:48
1864	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2014-09-12 13:50
1851	Feature	New	Normal	[UI] Dynamic release notes		2014-08-08 13:46
1844	Feature	New	Normal	Support ZDoom's skill definitions in MAPINFO		2014-07-17 17:17
1842	Feature	Progressed	Normal	Support ZDoom's episode and hub definitions in MAPINFO		2014-07-17 17:04
1840	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format		2014-07-17 16:54
1793	Feature	New	Normal	Use rich formatting in help strings	skyjake	2014-05-01 11:21
1779	Feature	New	Normal	[Home] Show project news and dev blog		2014-04-24 07:21
1774	Feature	New	Normal	Use "-savedir" option to the configure where saves are stored		2014-04-20 05:03
1768	Feature	Progressed	High	Boom compatibility		2014-04-18 08:39
1767	Feature	New	High	Network delta profiler		2014-04-18 08:35
1765	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2014-04-18 08:26
1764	Feature	New	Normal	DMU 2.0: Generate network deltas		2014-04-18 08:22
1763	Feature	New	Normal	Autosaving		2014-04-18 08:14
1762	Feature	New	Normal	Game hierarchy		2014-04-18 08:12
1758	Feature	New	Low	Separate left/right modifier keys (Shift, Alt, etc.)	skyjake	2014-04-18 07:53
1757	Feature	New	High	Separate server and client sources		2014-04-18 07:50
1754	Feature	New	High	Start local server using client GUI	skyjake	2014-04-18 07:36

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1749	Feature	New	High	Built-in effects should come in resource packs	skyjake	2014-04-16 20:01
1745	Feature	Progressed	Normal	Performance optimization		2014-04-09 20:21
1727	Feature	New	Normal	Apply colored sector lighting by sector via DED		2014-02-09 19:43
1726	Feature	New	Normal	Remapping the colours on a texture via material def		2014-02-09 19:33
1699	Feature	New	High	Particle renderer 2.0		2014-01-03 12:40
1698	Feature	New	Normal	Editor for particle generators		2014-01-03 12:36
1694	Feature	New	Low	[Doom] Invulnerability animation: full bright sync, apply tic rate		2013-12-31 08:50
1688	Feature	New	High	Command line options documented with Amethyst		2013-12-23 13:45
1687	Feature	Progressed	Normal	In-game error dialogs (e.g., corrupt savegame)		2013-12-23 13:10
1677	Feature	New	Low	Square particle shape (option, as alternative to round particles)		2013-12-05 18:52
1668	Feature	New	Normal	Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range		2013-11-25 21:13
1663	Feature	New	Normal	Replace game-side color filter / special effect with LensFx		2013-11-14 11:18
1658	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2013-11-07 10:05
1649	Feature	New	Low	Option to disable HUD/menu font upscaling		2013-11-02 21:26
1648	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2013-11-02 14:26
1647	Feature	Progressed	High	Replace FS1 with FS2-based resource management	skyjake	2013-10-31 22:26
1646	Feature	New	Normal	Stereo 3D enhancements		2013-10-31 17:12
1640	Feature	Progressed	Normal	Support for id Tech 1 audio/graphic resource hacks		2013-10-24 08:22
1635	Feature	Resolved	Normal	HDR rendering	skyjake	2013-10-23 08:30
1633	Feature	New	High	Console commands and Doomsday Script	skyjake	2013-10-22 15:32
1632	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2013-10-22 15:09
1630	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2013-10-22 10:20
1628	Feature	New	Normal	Surface meshes		2013-10-22 08:07
1626	Feature	New	Normal	Area-based fog		2013-10-22 08:02
1625	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2013-10-22 07:59
1623	Feature	Progressed	Urgent	Shaders	skyjake	2013-10-22 07:53
1622	Feature	New	Urgent	Vanilla depth shading		2013-10-22 07:46
1620	Feature	Progressed	High	XG 2.0	Deng Team	2013-10-21 16:41
1618	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2013-10-21 08:28
1617	Feature	New	High	Scoped definitions and variables	Deng Team	2013-10-21 07:43
1616	Feature	New	Normal	Selector for sprites		2013-10-21 07:23
1615	Feature	Progressed	Normal	Sloped planes	skyjake	2013-10-20 21:28
1614	Feature	New	High	Improved demo recording and playback		2013-10-20 18:13

#	Tracker	Status	Priority	Subject	Assignee	Created
1608	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2013-10-19 18:57
1607	Feature	New	Normal	Reset settings to defaults		2013-10-19 18:44
1604	Feature	New	High	Game rules (1p and MP)		2013-10-18 15:34
1603	Feature	Progressed	Urgent	Support for id Tech 1 map hacks		2013-10-18 14:05
1602	Feature	New	Normal	Improvements for map title in automap		2013-10-18 13:56
1601	Feature	In Progress	Urgent	Package management	skyjake	2013-10-18 13:41
9	Feature	Progressed	High	Use local server to run single-player games		2013-10-11 10:05
7	Feature	Progressed	Urgent	Next-gen renderer (codename "Gloom")	skyjake	2013-10-11 09:46
6	Feature	Progressed	Normal	Draw lens flares using GL2	skyjake	2013-10-11 09:40
4	Feature	In Progress	Normal	UI improvements	skyjake	2013-10-11 07:34
1587	Feature	New	Normal	3D weapon behaviour		2013-09-29 22:40
1585	Feature	Progressed	Normal	[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)		2013-09-10 02:22
1580	Feature	New	High	Fix the Doom 64: Absolution TC plugin		2013-05-10 10:41
1579	Feature	New	Low	Dehacked 2.0 support		2012-12-20 13:07
1576	Feature	New	Normal	[MP] Option to retain weapons+ammo after death in co-op		2012-10-22 07:23
1573	Feature	New	Normal	Setting for number of samples used for antialiasing		2012-09-04 18:53
1571	Feature	New	Normal	On screen notification for Always Run		2012-08-27 18:55
1569	Feature	New	Lowest	[Hexen] Demo version cheat codes and "Beta" message		2012-07-19 15:54
1568	Feature	New	Normal	[Automap] Option for hiding non-blocking lines		2012-07-13 20:57
1566	Feature	New	Normal	[Automap] Reset line colors		2012-07-13 20:49
1565	Feature	New	High	[MP] Option to remove MP flagged weapons in co-op		2012-06-25 21:20
1563	Feature	New	Normal	Weapon text defs affect the Controls menu		2012-06-24 08:20
1559	Feature	New	Low	State and sprite without a mobj (SMT2A0/STLAG)		2012-05-05 17:15
1554	Feature	New	Normal	[Hexen] Remove fixed MAX_TID_COUNT limit		2012-03-03 21:16
1552	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2012-02-11 21:13
1551	Feature	New	Normal	Print unknown line/sector types to the console		2012-01-07 09:34
1548	Feature	Progressed	Normal	Multi-monitor support		2011-10-09 17:58
1547	Feature	New	Low	Command for manipulating numeric controls		2011-10-02 16:57
1546	Feature	New	Low	Option for particle generator to hide sprite		2011-09-29 12:55
1544	Feature	New	Normal	Support for ZDoom's Decorate function		2011-08-03 22:47
1542	Feature	New	High	Use hit origin for Damage generator		2011-06-30 06:12
1541	Feature	Progressed	High	Joystick axis settings (sensitivity, max speed)		2011-06-28 23:32
1539	Feature	Progressed	Normal	Armor, powerups (object status) controls 3D model representation	skyjake	2011-06-18 00:09

#	Tracker	Status	Priority	Subject	Assignee	Created
1537	Feature	New	Normal	[XG] Activation event option when changing line types		2011-05-15 16:00
1535	Feature	New	Normal	Option for fullbright textures affected by colored sectors		2011-05-05 07:22
1532	Feature	New	Low	[Doom|Heretic] Secret found message text		2011-04-06 11:53
1531	Feature	New	Normal	"take" cmd to take away pickup powers		2011-03-30 12:31
1530	Feature	New	Normal	[XG] ltf_count requirement		2011-03-30 11:46
1529	Feature	New	Normal	Sound affected by the world		2011-03-25 11:56
1526	Feature	New	Normal	[XG] Randomizing activation/deactivation wait timer		2011-02-07 15:39
1524	Feature	New	High	[XG] Ability to do anything with ammo, weapons and artefacts		2010-10-26 20:49
1523	Feature	New	Normal	[Infine] Skill level checks		2010-10-23 11:04
1516	Feature	New	Normal	[Heretic|Hexen] Add Doom-like option for fast monsters		2010-04-13 13:12
1514	Feature	New	Low	GZdoom-like HUD (showing more information)		2010-04-13 13:03
1513	Feature	New	Low	Examples with escaped quotes in context help for ccmd alias	skyjake	2010-03-31 13:45
1512	Feature	New	Normal	List all impulses in context help for ccmd impulse		2010-03-31 13:21
1511	Feature	New	Low	List all cheats in context help for ccmd cheat		2010-03-31 13:19
1507	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2010-01-23 21:40
1502	Feature	New	High	Load any supported image format from WAD lump		2009-11-17 04:57
1500	Feature	New	Normal	Support for ZDoom ZIP-as-WAD feature		2009-11-14 20:31
1499	Feature	New	Normal	Flag to disable mobj respawn on specific types		2009-09-21 12:57
1493	Feature	New	Normal	Opposites for mobj_gone and activator_type requirements		2009-05-19 18:02
1582	Feature	New	Normal	Player actions while game is paused		2009-05-06 21:05
1491	Feature	New	Normal	Variable damage for the pmf_crush plane move flag		2009-04-29 11:58
1489	Feature	New	Normal	Separate decor definitions for different plane types		2009-04-16 13:03
1488	Feature	New	Normal	Extended Hexen fullscreen HUD		2009-04-14 15:46
1480	Feature	New	Normal	Include screenshot in savegames		2009-01-06 11:13
1476	Feature	New	Normal	Support for the features of the Playpal and Colormap lumps		2008-11-08 01:18
1475	Feature	New	Normal	Spawnmobj "deaf" things		2008-11-06 21:24
1471	Feature	New	Normal	Standard definitions should conform to vanilla		2008-09-24 10:02
1467	Feature	New	High	[XG] Incorporate vanilla line/sector types		2008-07-11 16:17
1465	Feature	New	Normal	[XG] "Player needs object X" message		2008-07-05 20:00
1461	Feature	New	Normal	Separate chain/event derived/driven behaviour for XG		2008-03-02 22:23
1460	Feature	New	Normal	Remember the playing music in save game		2008-02-19 00:49
1459	Feature	New	Normal	Replacement of MT_POD unique behavior with flag		2008-02-18 18:06
1457	Feature	New	Normal	[MP] Option to choose items/weapons/ammo on spawn		2007-10-04 14:56

#	Tracker	Status	Priority	Subject	Assignee	Created
1451	Feature	New	Normal	[InFine] stopsound		2007-08-10 20:56
1449	Feature	Progressed	Urgent	Setup bindings/controls via taskbar UI	Deng Team	2007-06-07 09:48
1447	Feature	New	Normal	Co-op player actions (giving, healing)		2007-05-24 07:44
438	Feature	New	Low	Accurately hit testing fast projectiles (compatibility option)		2007-03-14 14:18
1441	Feature	New	Low	[MP] Option: weaponstay deathmatch		2007-03-01 18:35
1440	Feature	New	Normal	Vanilla Doom collision-checking mode		2007-03-01 18:31
1439	Feature	New	Normal	XG: Spawn objects at player location		2007-02-23 01:16
390	Feature	New	Low	Alignpitch/yaw flags for model particles		2007-01-03 14:52
1430	Feature	New	Normal	Particle generator decorations (e.g., particles from a wall)		2006-10-07 11:24
1416	Feature	New	Urgent	[Doom] Invisible "fuzz" effect		2006-08-20 01:17
1415	Feature	New	Low	[Master Server] Allow specifying server IP manually		2006-08-06 06:06
1414	Feature	New	Normal	Generate particles when touching a plane		2006-08-03 20:01
1412	Feature	New	Low	Camera effect: screen shaking		2006-08-03 19:54
1407	Feature	Progressed	Normal	Customizable console keys		2006-07-31 21:49
1406	Feature	New	Normal	Record particles and other effects in demos		2006-07-28 23:35
1401	Feature	New	Normal	[MP] Options for retaining or acquiring items/keys/weapons at (re)spawn; allow cheats with more granularity		2006-03-24 01:04
1399	Feature	New	Normal	XG plane movers vs. normal doors		2006-02-25 20:55
1394	Feature	New	High	Consistent map scoping in definitions		2005-11-06 10:50
1389	Feature	New	Normal	[InFine] Check if resource originates from an IWAD		2005-10-13 22:43
1388	Feature	New	High	3D floors (Z-overlapped sectors)		2005-09-19 02:04
1386	Feature	New	Normal	Stopping monster infighting		2005-08-22 17:00
1379	Feature	New	Normal	XG refs: evaluate params at runtime		2005-04-10 18:01
1376	Feature	New	Normal	Externally spawned mobjs		2005-04-02 16:27
1374	Feature	New	Normal	XG refs: logical NOT		2005-04-01 00:47
1373	Feature	New	Normal	Improved ambient sounds		2005-03-24 22:27
1368	Feature	New	Low	More Alt Start positions in Generators		2004-12-11 13:41
1364	Feature	New	Low	More options for pt_line type particles		2004-09-23 20:42
1362	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2004-09-01 17:29
1361	Feature	Progressed	Normal	Rotation of objects away from walls during map load		2004-08-31 16:53
1357	Feature	New	Normal	[InFine] More blending modes (add/mul/inv etc)		2004-08-17 00:10
1350	Feature	New	Normal	Stair Builder: spread build on tagged sector range		2004-07-21 11:17
1336	Feature	New	Normal	Random textured particle direction		2004-03-24 11:52
1335	Feature	New	Normal	Random particle types		2004-03-15 16:27

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1331	Feature	New	High	[InFine] Evaluate cvars with IF condition		2004-02-20 18:49
1327	Feature	New	Normal	Render extra plane in XG sector		2004-02-16 01:03
1325	Feature	Progressed	High	Boom line types and sectors		2004-02-08 22:03
1324	Feature	New	Normal	XG music lines		2004-01-29 21:34
1323	Feature	New	Normal	Set skin on particle model from within particle generator		2004-01-21 13:45
1316	Feature	New	Normal	HHE support		2004-01-01 15:13
1314	Feature	New	Normal	Particle spawn rate affected by mobj visibility		2003-12-28 00:42
1308	Feature	Progressed	High	Splitscreen multiplayer		2003-11-01 12:50
1305	Feature	New	Lowest	Particle generator flag: instantly kill generator		2003-10-06 18:27
1301	Feature	Progressed	High	Redesigned DED Reader	skyjake	2003-10-05 10:15
1296	Feature	New	Normal	Light Stages for animated light sources		2003-10-03 07:33
1290	Feature	New	Normal	Session-only cvars		2003-09-23 09:08
1289	Feature	New	High	Flat-triggered particle generators created/destroyed on material change		2003-09-17 23:45
1287	Feature	New	Normal	Particle generator flag: transform center offset along with the object		2003-09-16 11:47
1276	Feature	New	Normal	Attach dynamic lights on models		2003-09-04 17:32
1266	Feature	New	High	Sound decorations		2003-08-16 10:02
1265	Feature	New	Low	Map-specific definitions in a WAD lump		2003-08-12 13:24
1264	Feature	New	Normal	Conditional decorations		2003-08-12 13:19
1252	Feature	Progressed	High	Integrate Hexen features into libcommon		2003-07-29 06:11
1242	Feature	New	High	Player weapon particle muzzle flashes (for external viewers only)		2003-07-18 17:09
1233	Feature	New	High	Surface decorations using 3D models		2003-07-10 03:24
1232	Feature	New	Low	Customiseable barrel explosion damage		2003-07-09 23:43
1231	Feature	New	Normal	Ragdoll physics		2003-07-09 23:37
1217	Feature	New	Normal	Controls for all supported games adjusted at the same time		2003-06-30 20:12
1213	Feature	New	Normal	[MP] Respawn items in co-op and deathmatch		2003-06-28 09:29
1203	Feature	Progressed	High	Additional save slots — revised save management	skyjake	2003-06-20 19:42
1202	Feature	New	Normal	[MP] Options for Heretic co-op		2003-06-20 12:03
1201	Feature	New	High	Dynamic shadows	skyjake	2003-06-19 16:09
1194	Feature	New	High	Viewing other players' cameras ("spy" command)		2003-06-16 15:28
1190	Feature	Progressed	High	External scripts for mobj behavior	skyjake	2003-06-15 14:47
1183	Feature	New	Normal	Default values printed with "help"		2003-06-13 10:52
1181	Feature	New	Normal	Ambient sounds (in XG sectors)		2003-06-07 15:59
1168	Feature	New	Normal	Real decals: bulletholes, blastmarks, etc.		2003-05-31 00:19

#	Tracker	Status	Priority	Subject	Assignee	Created
1153	Feature	New	High	Customizable intermissions		2003-05-17 10:10
1139	Feature	New	Normal	More variations within repeated texture patterns with alternative textures (for detail textures)		2003-03-10 16:10