

Chronological features

| # | Tracker | Status | Priority | Subject | Assignee | Created |
|------|---------|------------|----------|--|-----------|------------------|
| 2407 | Feature | New | Normal | "follow / no follow" in the automap settings | Deng Team | 2020-01-28 01:23 |
| 1531 | Feature | New | Normal | "take" cmd to take away pickup powers | | 2011-03-30 12:31 |
| 1388 | Feature | New | High | 3D floors (Z-overlapped sectors) | | 2005-09-19 02:04 |
| 1587 | Feature | New | Normal | 3D weapon behaviour | | 2013-09-29 22:40 |
| 2340 | Feature | New | Normal | A new MP game mode: no respawn | | 2019-08-02 10:28 |
| 2325 | Feature | New | High | A way to vote for a specific map | | 2019-03-25 06:28 |
| 438 | Feature | New | Low | Accurately hit testing fast projectiles (compatibility option) | | 2007-03-14 14:18 |
| 2430 | Feature | New | Normal | Add support for Bethesda.net official addon PWADs | Deng Team | 2020-09-17 14:25 |
| 1203 | Feature | Progressed | High | Additional save slots — revised save management | skyjake | 2003-06-20 19:42 |
| 1979 | Feature | Feedback | Normal | Additional sound formats | | 2015-02-13 23:46 |
| 1865 | Feature | New | Normal | Align 3D model's head with the target's direction | | 2014-09-15 08:48 |
| 390 | Feature | New | Low | Alignpitch/yaw flags for model particles | | 2007-01-03 14:52 |
| 1181 | Feature | New | Normal | Ambient sounds (in XG sectors) | | 2003-06-07 15:59 |
| 1727 | Feature | New | Normal | Apply colored sector lighting by sector via DED | | 2014-02-09 19:43 |
| 2281 | Feature | New | Normal | Apply Values in Hexen | skyjake | 2018-08-29 09:17 |
| 1626 | Feature | New | Normal | Area-based fog | | 2013-10-22 08:02 |
| 1539 | Feature | Progressed | Normal | Armor, powerups (object status) controls 3D model representation | skyjake | 2011-06-18 00:09 |
| 1276 | Feature | New | Normal | Attach dynamic lights on models | | 2003-09-04 17:32 |
| 1658 | Feature | New | High | Automatic port forwarding (UPnP/NAT-PMP/PCP) | skyjake | 2013-11-07 10:05 |
| 1763 | Feature | New | Normal | Autosaving | | 2014-04-18 08:14 |
| 1768 | Feature | Progressed | High | Boom compatibility | | 2014-04-18 08:39 |
| 1325 | Feature | Progressed | High | Boom line types and sectors | | 2004-02-08 22:03 |
| 2155 | Feature | New | Normal | BOOM support for sunlust.wad | | 2016-04-02 01:34 |
| 2355 | Feature | New | Normal | Build must fail on macOS notarization error | Deng Team | 2019-11-30 08:03 |
| 1749 | Feature | New | High | Built-in effects should come in resource packs | skyjake | 2014-04-16 20:01 |
| 1412 | Feature | New | Low | Camera effect: screen shaking | | 2006-08-03 19:54 |
| 2434 | Feature | New | Normal | CHEX3 v1.4 | Deng Team | 2020-11-05 17:21 |
| 1447 | Feature | New | Normal | Co-op player actions (giving, healing) | | 2007-05-24 07:44 |
| 1547 | Feature | New | Low | Command for manipulating numeric controls | | 2011-10-02 16:57 |
| 1688 | Feature | New | High | Command line options documented with Amethyst | | 2013-12-23 13:45 |
| 1648 | Feature | Progressed | Urgent | Complete vanilla DOOM emulation | | 2013-11-02 14:26 |

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|------|---------|------------|----------|--|-----------|------------------|
| 2336 | Feature | New | Normal | Comprehensive server info and metadata | | 2019-06-24 14:43 |
| 1264 | Feature | New | Normal | Conditional decorations | | 2003-08-12 13:19 |
| 2288 | Feature | New | Normal | Configure all multiplayer game options via GUI | skyjake | 2018-10-27 14:45 |
| 2241 | Feature | Progressed | Normal | Configure games via Home UI (advanced users, cf. autoexec.cfg) | skyjake | 2017-04-05 18:55 |
| 1394 | Feature | New | High | Consistent map scoping in definitions | | 2005-11-06 10:50 |
| 1633 | Feature | New | High | Console commands and Doomsday Script | skyjake | 2013-10-22 15:32 |
| 1217 | Feature | New | Normal | Controls for all supported games adjusted at the same time | | 2003-06-30 20:12 |
| 1917 | Feature | New | Normal | Copy alert text to Clipboard | | 2014-11-29 00:57 |
| 2439 | Feature | New | Normal | Copy/paste to/from clipboard in the command prompt | Deng Team | 2021-01-03 07:22 |
| 2160 | Feature | Progressed | Low | Custom screenshader support and profiles | Deng Team | 2016-05-21 21:56 |
| 1232 | Feature | New | Low | Customisable barrel explosion damage | | 2003-07-09 23:43 |
| 1407 | Feature | Progressed | Normal | Customizable console keys | | 2006-07-31 21:49 |
| 1153 | Feature | New | High | Customizable intermissions | | 2003-05-17 10:10 |
| 1618 | Feature | New | Normal | Decorations/effects for game events (power up, damage, etc.) | | 2013-10-21 08:28 |
| 1183 | Feature | New | Normal | Default values printed with "help" | | 2003-06-13 10:52 |
| 1579 | Feature | New | Low | Dehacked 2.0 support | | 2012-12-20 13:07 |
| 1764 | Feature | New | Normal | DMU 2.0: Generate network deltas | | 2014-04-18 08:22 |
| 6 | Feature | Progressed | Normal | Draw lens flares using GL2 | skyjake | 2013-10-11 09:40 |
| 1201 | Feature | New | High | Dynamic shadows | skyjake | 2003-06-19 16:09 |
| 2286 | Feature | New | Normal | Editing all global Doomsday key bindings | skyjake | 2018-10-12 19:45 |
| 1698 | Feature | New | Normal | Editor for particle generators | | 2014-01-03 12:36 |
| 1945 | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2015-01-13 13:44 |
| 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 |
| 2159 | Feature | New | Normal | Enhanced control over model animation sequences | skyjake | 2016-05-13 13:58 |
| 2394 | Feature | New | Normal | Episodes defined in game profile | Deng Team | 2020-01-05 09:00 |
| 1513 | Feature | New | Low | Examples with escaped quotes in context help for ccmd alias | skyjake | 2010-03-31 13:45 |
| 2395 | Feature | New | Normal | Exporting and importing game profiles (files and dengine.net) | Deng Team | 2020-01-05 09:07 |
| 2333 | Feature | New | Normal | Extend info about server wads (filename, checksum) | | 2019-06-24 14:40 |
| 1488 | Feature | New | Normal | Extended Hexen fullscreen HUD | | 2009-04-14 15:46 |
| 1190 | Feature | Progressed | High | External scripts for mobj behavior | skyjake | 2003-06-15 14:47 |
| 1376 | Feature | New | Normal | Externally spawned mobjs | | 2005-04-02 16:27 |
| 1867 | Feature | New | Normal | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom) | | 2014-09-18 00:16 |

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|------|---------|------------|----------|--|-----------|------------------|
| 2449 | Feature | New | Normal | FBX LOD | skyjake | 2021-02-17 00:19 |
| 2289 | Feature | New | Normal | Filtering game profiles in Home using search terms | skyjake | 2018-10-27 19:07 |
| 1580 | Feature | New | High | Fix the Doom 64: Absolution TC plugin | | 2013-05-10 10:41 |
| 1499 | Feature | New | Normal | Flag to disable mobj respawn on specific types | | 2009-09-21 12:57 |
| 1289 | Feature | New | High | Flat-triggered particle generators created/destroyed on material change | | 2003-09-17 23:45 |
| 1762 | Feature | New | Normal | Game hierarchy | | 2014-04-18 08:12 |
| 1604 | Feature | New | High | Game rules (1p and MP) | | 2013-10-18 15:34 |
| 2032 | Feature | New | Normal | Game world debugger/inspector sidebar | | 2015-05-03 21:40 |
| 1414 | Feature | New | Normal | Generate particles when touching a plane | | 2006-08-03 20:01 |
| 1905 | Feature | New | Low | God mode console cheat that doesn't restore health | | 2014-11-20 19:37 |
| 2072 | Feature | New | High | Gracefully exit to Home on fatal error in a game (e.g., DED/resource error) | | 2015-05-27 20:49 |
| 1514 | Feature | New | Low | GZdoom-like HUD (showing more information) | | 2010-04-13 13:03 |
| 2433 | Feature | New | Normal | HACX 2.0r61 | Deng Team | 2020-11-05 17:15 |
| 1635 | Feature | Resolved | Normal | HDR rendering | skyjake | 2013-10-23 08:30 |
| 2453 | Feature | New | Normal | head bobbing model.weapon.* simple scale factor | Deng Team | 2021-03-15 02:17 |
| 2420 | Feature | New | Normal | Heretic: new visual effects, light decorations and particle generators | Deng Team | 2020-04-18 00:55 |
| 1316 | Feature | New | Normal | HHE support | | 2004-01-01 15:13 |
| 1630 | Feature | New | Urgent | Implement game menus with InFine (InFineWidget) | Deng Team | 2013-10-22 10:20 |
| 1373 | Feature | New | Normal | Improved ambient sounds | | 2005-03-24 22:27 |
| 1614 | Feature | New | High | Improved demo recording and playback | | 2013-10-20 18:13 |
| 2170 | Feature | Progressed | Normal | Improved sequence-based model animation mechanism | skyjake | 2016-08-07 08:51 |
| 1602 | Feature | New | Normal | Improvements for map title in automap | | 2013-10-18 13:56 |
| 1687 | Feature | Progressed | Normal | In-game error dialogs (e.g., corrupt savegame) | | 2013-12-23 13:10 |
| 1480 | Feature | New | Normal | Include screenshot in savegames | | 2009-01-06 11:13 |
| 2292 | Feature | New | Normal | Indication of an options default setting | | 2018-11-05 11:27 |
| 1632 | Feature | New | High | InFine 2.0 (on top of Doomsday Script) | Deng Team | 2013-10-22 15:09 |
| 1608 | Feature | Progressed | High | Integrate Doomsday Script | skyjake | 2013-10-19 18:57 |
| 1252 | Feature | Progressed | High | Integrate Hexen features into libcommon | | 2003-07-29 06:11 |
| 1541 | Feature | Progressed | High | Joystick axis settings (sensitivity, max speed) | | 2011-06-28 23:32 |
| 2465 | Feature | New | Normal | Keeping arsenal in coop | Deng Team | 2021-10-23 18:36 |
| 2184 | Feature | New | Normal | Keyboard navigation: bindable controls | skyjake | 2016-11-20 14:46 |
| 2028 | Feature | New | Normal | libcommon uses the preprocessor excessively in order specialize for doom, heretic, and hexen | | 2015-05-03 09:11 |
| 1296 | Feature | New | Normal | Light Stages for animated light sources | | 2003-10-03 07:33 |

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|------|---------|-------------|----------|--|-----------|------------------|
| 1511 | Feature | New | Low | List all cheats in context help for ccmd cheat | | 2010-03-31 13:19 |
| 1512 | Feature | New | Normal | List all impulses in context help for ccmd impulse | | 2010-03-31 13:21 |
| 1502 | Feature | New | High | Load any supported image format from WAD lump | | 2009-11-17 04:57 |
| 2179 | Feature | New | Low | Map has no secrets, displayed as 0% (vs. 100%) | | 2016-09-13 05:15 |
| 2035 | Feature | New | Normal | Map lighting editor (volume, surface, and point sources) | | 2015-05-05 10:22 |
| 2393 | Feature | New | Normal | Map selection UI for Master Levels for Doom II (Episode with additional packages) | skyjake | 2020-01-03 06:44 |
| 1265 | Feature | New | Low | Map-specific definitions in a WAD lump | | 2003-08-12 13:24 |
| 2153 | Feature | New | Normal | Modern multiplayer chat UI | skyjake | 2016-03-27 08:29 |
| 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 |
| 1139 | Feature | New | Normal | More variations within repeated texture patterns with alternative textures (for detail textures) | | 2003-03-10 16:10 |
| 1548 | Feature | Progressed | Normal | Multi-monitor support | | 2011-10-09 17:58 |
| 1765 | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2014-04-18 08:26 |
| 2057 | Feature | New | Normal | Multiple client instances | skyjake | 2015-05-16 15:24 |
| 1767 | Feature | New | High | Network delta profiler | | 2014-04-18 08:35 |
| 2023 | Feature | New | Low | New Doom 64 plugin (accurate gameplay, original ROM) | | 2015-05-02 15:46 |
| 7 | Feature | Progressed | Urgent | Next-gen renderer (codename "Gloom") | skyjake | 2013-10-11 09:46 |
| 1891 | Feature | Progressed | Low | Notification area animations | skyjake | 2014-10-28 11:43 |
| 2469 | Feature | New | Normal | NVIDIA RTX Ray Tracing Support | Deng Team | 2022-08-30 04:21 |
| 2304 | Feature | New | Normal | OGG/FLAC custom loop tags | skyjake | 2018-12-13 10:08 |
| 1571 | Feature | New | Normal | On screen notification for Always Run | | 2012-08-27 18:55 |
| 1493 | Feature | New | Normal | Opposites for mobj_gone and activator_type requirements | | 2009-05-19 18:02 |
| 1535 | Feature | New | Normal | Option for fullbright textures affected by colored sectors | | 2011-05-05 07:22 |
| 1546 | Feature | New | Low | Option for particle generator to hide sprite | | 2011-09-29 12:55 |
| 2123 | Feature | New | Low | Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses... | | 2015-11-04 03:25 |
| 1649 | Feature | New | Low | Option to disable HUD/menu font upscaling | | 2013-11-02 21:26 |
| 1601 | Feature | In Progress | Urgent | Package management | skyjake | 2013-10-18 13:41 |
| 2185 | Feature | In Progress | High | Package repositories | skyjake | 2016-11-20 19:04 |
| 1430 | Feature | New | Normal | Particle generator decorations (e.g., particles from a wall) | | 2006-10-07 11:24 |
| 1305 | Feature | New | Lowest | Particle generator flag: instantly kill generator | | 2003-10-06 18:27 |
| 1287 | Feature | New | Normal | Particle generator flag: transform center offset along with the object | | 2003-09-16 11:47 |
| 1699 | Feature | New | High | Particle renderer 2.0 | | 2014-01-03 12:40 |
| 1314 | Feature | New | Normal | Particle spawn rate affected by mobj visibility | | 2003-12-28 00:42 |

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|------|---------|------------|----------|--|-----------|------------------|
| 1625 | Feature | Progressed | Urgent | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2013-10-22 07:59 |
| 1745 | Feature | Progressed | Normal | Performance optimization | | 2014-04-09 20:21 |
| 2195 | Feature | New | Normal | Permanent blood (surface decal effect) | | 2017-01-20 19:00 |
| 1582 | Feature | New | Normal | Player actions while game is paused | | 2009-05-06 21:05 |
| 1242 | Feature | New | High | Player weapon particle muzzle flashes (for external viewers only) | | 2003-07-18 17:09 |
| 1938 | Feature | New | Low | Polyobjs represented by 3D models | | 2015-01-11 20:49 |
| 1551 | Feature | New | Normal | Print unknown line/sector types to the console | | 2012-01-07 09:34 |
| 2192 | Feature | New | Low | Procedural images generated based on a text file (.deimage) | skyjake | 2017-01-10 12:54 |
| 2093 | Feature | New | Normal | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode | Deng Team | 2015-06-19 15:11 |
| 1231 | Feature | New | Normal | Ragdoll physics | | 2003-07-09 23:37 |
| 1335 | Feature | New | Normal | Random particle types | | 2004-03-15 16:27 |
| 1336 | Feature | New | Normal | Random textured particle direction | | 2004-03-24 11:52 |
| 2320 | Feature | New | Normal | Re-enable XG dummy line | | 2019-01-24 20:06 |
| 1168 | Feature | New | Normal | Real decals: bulletholes, blastmarks, etc. | | 2003-05-31 00:19 |
| 1406 | Feature | New | Normal | Record particles and other effects in demos | | 2006-07-28 23:35 |
| 1301 | Feature | Progressed | High | Redesigned DED Reader | skyjake | 2003-10-05 10:15 |
| 1726 | Feature | New | Normal | Remapping the colours on a texture via material def | | 2014-02-09 19:33 |
| 1864 | Feature | New | Normal | Remember material, particle and decoration animation states in saved games | | 2014-09-12 13:50 |
| 1460 | Feature | New | Normal | Remember the playing music in save game | | 2008-02-19 00:49 |
| 2015 | Feature | Progressed | Normal | Remove server-side audio system | | 2015-04-22 05:37 |
| 1327 | Feature | New | Normal | Render extra plane in XG sector | | 2004-02-16 01:03 |
| 1647 | Feature | Progressed | High | Replace FS1 with FS2-based resource management | skyjake | 2013-10-31 22:26 |
| 1663 | Feature | New | Normal | Replace game-side color filter / special effect with LensFx | | 2013-11-14 11:18 |
| 1976 | Feature | New | Normal | Replace old Save/Load menu with new UI widgets | skyjake | 2015-02-12 13:22 |
| 1459 | Feature | New | Normal | Replacement of MT_POD unique behavior with flag | | 2008-02-18 18:06 |
| 1607 | Feature | New | Normal | Reset settings to defaults | | 2013-10-19 18:44 |
| 1962 | Feature | New | High | Revised network protocol based on libshell | skyjake | 2015-02-11 10:18 |
| 1361 | Feature | Progressed | Normal | Rotation of objects away from walls during map load | | 2004-08-31 16:53 |
| 2033 | Feature | Progressed | High | Runtime map editor | | 2015-05-03 21:51 |
| 1617 | Feature | New | High | Scoped definitions and variables | Deng Team | 2013-10-21 07:43 |
| 1970 | Feature | New | Normal | Scriptable map entry/exit, cycling | | 2015-02-11 17:51 |
| 1616 | Feature | New | Normal | Selector for sprites | | 2013-10-21 07:23 |
| 1461 | Feature | New | Normal | Separate chain/event derived/driven behaviour for XG | | 2008-03-02 22:23 |

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|------|---------|------------|----------|---|-----------|------------------|
| 1489 | Feature | New | Normal | Separate decor definitions for different plane types | | 2009-04-16 13:03 |
| 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 |
| 1290 | Feature | New | Normal | Session-only cvars | | 2003-09-23 09:08 |
| 1323 | Feature | New | Normal | Set skin on particle model from within particle generator | | 2004-01-21 13:45 |
| 1573 | Feature | New | Normal | Setting for number of samples used for antialiasing | | 2012-09-04 18:53 |
| 1449 | Feature | Progressed | Urgent | Setup bindings/controls via taskbar UI | Deng Team | 2007-06-07 09:48 |
| 1623 | Feature | Progressed | Urgent | Shaders | skyjake | 2013-10-22 07:53 |
| 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 |
| 1615 | Feature | Progressed | Normal | Sloped planes | skyjake | 2013-10-20 21:28 |
| 1362 | Feature | New | Normal | Smoothing of dynlights & halos | skyjake | 2004-09-01 17:29 |
| 1529 | Feature | New | Normal | Sound affected by the world | | 2011-03-25 11:56 |
| 1266 | Feature | New | High | Sound decorations | | 2003-08-16 10:02 |
| 1475 | Feature | New | Normal | Spawnmobj "deaf" things | | 2008-11-06 21:24 |
| 1308 | Feature | Progressed | High | Splitscreen multiplayer | | 2003-11-01 12:50 |
| 1677 | Feature | New | Low | Square particle shape (option, as alternative to round particles) | | 2013-12-05 18:52 |
| 1350 | Feature | New | Normal | Stair Builder: spread build on tagged sector range | | 2004-07-21 11:17 |
| 1471 | Feature | New | Normal | Standard definitions should conform to vanilla | | 2008-09-24 10:02 |
| 1754 | Feature | New | High | Start local server using client GUI | skyjake | 2014-04-18 07:36 |
| 1559 | Feature | New | Low | State and sprite without a mobj (SMT2A0/STLAG) | | 2012-05-05 17:15 |
| 1646 | Feature | New | Normal | Stereo 3D enhancements | | 2013-10-31 17:12 |
| 2383 | Feature | New | Normal | Stereo rendering convergence setting | Deng Team | 2019-12-27 14:41 |
| 1386 | Feature | New | Normal | Stopping monster infighting | | 2005-08-22 17:00 |
| 1869 | Feature | New | Normal | Support 'shadowed' texture resources in animated textures | | 2014-09-29 23:09 |
| 1640 | Feature | Progressed | Normal | Support for id Tech 1 audio/graphic resource hacks | | 2013-10-24 08:22 |
| 1603 | Feature | Progressed | Urgent | Support for id Tech 1 map hacks | | 2013-10-18 14:05 |
| 1476 | Feature | New | Normal | Support for the features of the Playpal and Colormap lumps | | 2008-11-08 01:18 |
| 1500 | Feature | New | Normal | Support for ZDoom ZIP-as-WAD feature | | 2009-11-14 20:31 |
| 1544 | Feature | New | Normal | Support for ZDoom's Decorate function | | 2011-08-03 22:47 |
| 1668 | Feature | New | Normal | Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range | | 2013-11-25 21:13 |
| 2423 | Feature | New | Normal | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery | Deng Team | 2020-05-10 07:35 |
| 2295 | Feature | New | Normal | Support XBOX version of Doom | | 2018-11-09 07:46 |
| 1842 | Feature | Progressed | Normal | Support ZDoom's episode and hub definitions in MAPINFO | | 2014-07-17 17:04 |

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|------|---------|-------------|----------|--|-----------|------------------|
| 1844 | Feature | New | Normal | Support ZDoom's skill definitions in MAPINFO | | 2014-07-17 17:17 |
| 1840 | Feature | Progressed | Normal | Support ZDoom-extended MAPINFO format | | 2014-07-17 16:54 |
| 1233 | Feature | New | High | Surface decorations using 3D models | | 2003-07-10 03:24 |
| 1628 | Feature | New | Normal | Surface meshes | | 2013-10-22 08:07 |
| 1552 | Feature | New | Normal | Tag 667 Compatibility Option | skyjake | 2012-02-11 21:13 |
| 1920 | Feature | New | Normal | Tree navigator widget (libappfw) | skyjake | 2014-12-03 21:59 |
| 4 | Feature | In Progress | Normal | UI improvements | skyjake | 2013-10-11 07:34 |
| 2298 | Feature | New | Normal | Upgrade Assimp to latest 4.x version | skyjake | 2018-11-20 15:49 |
| 1774 | Feature | New | Normal | Use "-savedir" option to the configure where saves are stored | | 2014-04-20 05:03 |
| 1542 | Feature | New | High | Use hit origin for Damage generator | | 2011-06-30 06:12 |
| 9 | Feature | Progressed | High | Use local server to run single-player games | | 2013-10-11 10:05 |
| 2188 | Feature | New | Normal | Use OpenVR SDK for virtual reality | | 2016-11-30 07:43 |
| 1793 | Feature | New | Normal | Use rich formatting in help strings | skyjake | 2014-05-01 11:21 |
| 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 |
| 2403 | Feature | New | Normal | User-provided particle texture flipbook (atlas) | skyjake | 2020-01-17 19:57 |
| 1622 | Feature | New | Urgent | Vanilla depth shading | | 2013-10-22 07:46 |
| 1440 | Feature | New | Normal | Vanilla Doom collision-checking mode | | 2007-03-01 18:31 |
| 1491 | Feature | New | Normal | Variable damage for the pmf_crush plane move flag | | 2009-04-29 11:58 |
| 1194 | Feature | New | High | Viewing other players' cameras ("spy" command) | | 2003-06-16 15:28 |
| 1563 | Feature | New | Normal | Weapon text defs affect the Controls menu | | 2012-06-24 08:20 |
| 1620 | Feature | Progressed | High | XG 2.0 | Deng Team | 2013-10-21 16:41 |
| 1324 | Feature | New | Normal | XG music lines | | 2004-01-29 21:34 |
| 1399 | Feature | New | Normal | XG plane movers vs. normal doors | | 2006-02-25 20:55 |
| 1379 | Feature | New | Normal | XG refs: evaluate params at runtime | | 2005-04-10 18:01 |
| 1374 | Feature | New | Normal | XG refs: logical NOT | | 2005-04-01 00:47 |
| 2051 | Feature | New | High | XG test suite / demo map | | 2015-05-14 11:56 |
| 1439 | Feature | New | Normal | XG: Spawn objects at player location | | 2007-02-23 01:16 |
| 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 |
| 1416 | Feature | New | Urgent | [Doom] Invisible "fuzz" effect | | 2006-08-20 01:17 |
| 1694 | Feature | New | Low | [Doom] Invulnerability animation: full bright sync, apply tic rate | | 2013-12-31 08:50 |
| 1532 | Feature | New | Low | [Doom Heretic] Secret found message text | | 2011-04-06 11:53 |
| 2390 | Feature | New | Normal | [FMOD] Ogg Vorbis custom loop point tags | skyjake | 2019-12-31 11:00 |

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|------|---------|------------|----------|---|-----------|------------------|
| 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 |
| 1516 | Feature | New | Normal | [Heretic]Hexen] Add Doom-like option for fast monsters | | 2010-04-13 13:12 |
| 2053 | Feature | New | Normal | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO | | 2015-05-15 14:23 |
| 1569 | Feature | New | Lowest | [Hexen] Demo version cheat codes and "Beta" message | | 2012-07-19 15:54 |
| 2156 | Feature | New | Normal | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI) | | 2016-04-02 12:50 |
| 2377 | Feature | New | Lowest | [Hexen] Option for monster respawn rate | Deng Team | 2019-12-24 06:35 |
| 1554 | Feature | New | Normal | [Hexen] Remove fixed MAX_TID_COUNT limit | | 2012-03-03 21:16 |
| 1779 | Feature | New | Normal | [Home] Show project news and dev blog | | 2014-04-24 07:21 |
| 1389 | Feature | New | Normal | [InFine] Check if resource originates from an IWAD | | 2005-10-13 22:43 |
| 1331 | Feature | New | High | [InFine] Evaluate cvars with IF condition | | 2004-02-20 18:49 |
| 1357 | Feature | New | Normal | [InFine] More blending modes (add/mul/inv etc) | | 2004-08-17 00:10 |
| 1507 | Feature | New | Normal | [InFine] Option to pause playing script if the game is paused | | 2010-01-23 21:40 |
| 1523 | Feature | New | Normal | [Infine] Skill level checks | | 2010-10-23 11:04 |
| 1451 | Feature | New | Normal | [InFine] stopsound | | 2007-08-10 20:56 |
| 1585 | Feature | Progressed | Normal | [Map Hack] Extra plane (e.g., Hell Revealed II MAP01) | | 2013-09-10 02:22 |
| 1415 | Feature | New | Low | [Master Server] Allow specifying server IP manually | | 2006-08-06 06:06 |
| 2413 | Feature | New | High | [MP] Configure what the server does after a timeout when no clients connected | skyjake | 2020-02-05 07:19 |
| 1986 | Feature | New | High | [MP] Configure what the server does when an episode ends | skyjake | 2015-03-02 08:52 |
| 1457 | Feature | New | Normal | [MP] Option to choose items/weapons/ammo on spawn | | 2007-10-04 14:56 |
| 1565 | Feature | New | High | [MP] Option to remove MP flagged weapons in co-op | | 2012-06-25 21:20 |
| 1576 | Feature | New | Normal | [MP] Option to retain weapons+ammo after death in co-op | | 2012-10-22 07:23 |
| 1441 | Feature | New | Low | [MP] Option: weaponstay deathmatch | | 2007-03-01 18:35 |
| 1202 | Feature | New | Normal | [MP] Options for Heretic co-op | | 2003-06-20 12:03 |
| 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 |
| 1213 | Feature | New | Normal | [MP] Respawn items in co-op and deathmatch | | 2003-06-28 09:29 |
| 2391 | Feature | New | Normal | [SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback | Deng Team | 2019-12-31 11:04 |
| 2335 | Feature | New | Normal | [Shell] Command line option for opening connection to a server address | | 2019-06-24 14:41 |
| 1851 | Feature | New | Normal | [UI] Dynamic release notes | | 2014-08-08 13:46 |
| 1877 | Feature | New | Normal | [Updater] Use Sparkle for automatic updates (on OS X) | skyjake | 2014-10-14 11:54 |
| 1465 | Feature | New | Normal | [XG] "Player needs object X" message | | 2008-07-05 20:00 |
| 1524 | Feature | New | High | [XG] Ability to do anything with ammo, weapons and artefacts | | 2010-10-26 20:49 |
| 1537 | Feature | New | Normal | [XG] Activation event option when changing line types | | 2011-05-15 16:00 |
| 1467 | Feature | New | High | [XG] Incorporate vanilla line/sector types | | 2008-07-11 16:17 |

| # | Tracker | Status | Priority | Subject | Assignee | Created |
|------|---------|--------|----------|---|----------|------------------|
| 1530 | Feature | New | Normal | [XG] ltf_count requirement | | 2011-03-30 11:46 |
| 1526 | Feature | New | Normal | [XG] Randomizing activation/deactivation wait timer | | 2011-02-07 15:39 |