

## Chronological features

| #    | Tracker | Status | Priority | Subject                                                                                          | Assignee | Created          |
|------|---------|--------|----------|--------------------------------------------------------------------------------------------------|----------|------------------|
| 1139 | Feature | New    | Normal   | More variations within repeated texture patterns with alternative textures (for detail textures) |          | 2003-03-10 16:10 |
| 1153 | Feature | New    | High     | Customizable intermissions                                                                       |          | 2003-05-17 10:10 |
| 1168 | Feature | New    | Normal   | Real decals: bulletholes, blastmarks, etc.                                                       |          | 2003-05-31 00:19 |
| 1181 | Feature | New    | Normal   | Ambient sounds (in XG sectors)                                                                   |          | 2003-06-07 15:59 |
| 1183 | Feature | New    | Normal   | Default values printed with "help"                                                               |          | 2003-06-13 10:52 |
| 1194 | Feature | New    | High     | Viewing other players' cameras ("spy" command)                                                   |          | 2003-06-16 15:28 |
| 1201 | Feature | New    | High     | Dynamic shadows                                                                                  | skyjake  | 2003-06-19 16:09 |
| 1202 | Feature | New    | Normal   | [MP] Options for Heretic co-op                                                                   |          | 2003-06-20 12:03 |
| 1213 | Feature | New    | Normal   | [MP] Respawn items in co-op and deathmatch                                                       |          | 2003-06-28 09:29 |
| 1217 | Feature | New    | Normal   | Controls for all supported games adjusted at the same time                                       |          | 2003-06-30 20:12 |
| 1231 | Feature | New    | Normal   | Ragdoll physics                                                                                  |          | 2003-07-09 23:37 |
| 1232 | Feature | New    | Low      | Customiseable barrel explosion damage                                                            |          | 2003-07-09 23:43 |
| 1233 | Feature | New    | High     | Surface decorations using 3D models                                                              |          | 2003-07-10 03:24 |
| 1242 | Feature | New    | High     | Player weapon particle muzzle flashes (for external viewers only)                                |          | 2003-07-18 17:09 |
| 1264 | Feature | New    | Normal   | Conditional decorations                                                                          |          | 2003-08-12 13:19 |
| 1265 | Feature | New    | Low      | Map-specific definitions in a WAD lump                                                           |          | 2003-08-12 13:24 |
| 1266 | Feature | New    | High     | Sound decorations                                                                                |          | 2003-08-16 10:02 |
| 1276 | Feature | New    | Normal   | Attach dynamic lights on models                                                                  |          | 2003-09-04 17:32 |
| 1287 | Feature | New    | Normal   | Particle generator flag: transform center offset along with the object                           |          | 2003-09-16 11:47 |
| 1289 | Feature | New    | High     | Flat-triggered particle generators created/destroyed on material change                          |          | 2003-09-17 23:45 |
| 1290 | Feature | New    | Normal   | Session-only cvars                                                                               |          | 2003-09-23 09:08 |
| 1296 | Feature | New    | Normal   | Light Stages for animated light sources                                                          |          | 2003-10-03 07:33 |
| 1305 | Feature | New    | Lowest   | Particle generator flag: instantly kill generator                                                |          | 2003-10-06 18:27 |
| 1314 | Feature | New    | Normal   | Particle spawn rate affected by mobj visibility                                                  |          | 2003-12-28 00:42 |
| 1316 | Feature | New    | Normal   | HHE support                                                                                      |          | 2004-01-01 15:13 |
| 1323 | Feature | New    | Normal   | Set skin on particle model from within particle generator                                        |          | 2004-01-21 13:45 |
| 1324 | Feature | New    | Normal   | XG music lines                                                                                   |          | 2004-01-29 21:34 |
| 1327 | Feature | New    | Normal   | Render extra plane in XG sector                                                                  |          | 2004-02-16 01:03 |
| 1331 | Feature | New    | High     | [InFine] Evaluate cvars with IF condition                                                        |          | 2004-02-20 18:49 |
| 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 |

| #    | Tracker | Status | Priority | Subject                                                                                                     | Assignee | Created          |
|------|---------|--------|----------|-------------------------------------------------------------------------------------------------------------|----------|------------------|
| 1350 | Feature | New    | Normal   | Stair Builder: spread build on tagged sector range                                                          |          | 2004-07-21 11:17 |
| 1357 | Feature | New    | Normal   | [InFine] More blending modes (add/mul/inv etc)                                                              |          | 2004-08-17 00:10 |
| 1362 | Feature | New    | Normal   | Smoothing of dynlights & halos                                                                              | skyjake  | 2004-09-01 17:29 |
| 1364 | Feature | New    | Low      | More options for pt_line type particles                                                                     |          | 2004-09-23 20:42 |
| 1368 | Feature | New    | Low      | More Alt Start positions in Generators                                                                      |          | 2004-12-11 13:41 |
| 1373 | Feature | New    | Normal   | Improved ambient sounds                                                                                     |          | 2005-03-24 22:27 |
| 1374 | Feature | New    | Normal   | XG refs: logical NOT                                                                                        |          | 2005-04-01 00:47 |
| 1376 | Feature | New    | Normal   | Externally spawned mobs                                                                                     |          | 2005-04-02 16:27 |
| 1379 | Feature | New    | Normal   | XG refs: evaluate params at runtime                                                                         |          | 2005-04-10 18:01 |
| 1386 | Feature | New    | Normal   | Stopping monster infighting                                                                                 |          | 2005-08-22 17:00 |
| 1388 | Feature | New    | High     | 3D floors (Z-overlapped sectors)                                                                            |          | 2005-09-19 02:04 |
| 1389 | Feature | New    | Normal   | [InFine] Check if resource originates from an IWAD                                                          |          | 2005-10-13 22:43 |
| 1394 | Feature | New    | High     | Consistent map scoping in definitions                                                                       |          | 2005-11-06 10:50 |
| 1399 | Feature | New    | Normal   | XG plane movers vs. normal doors                                                                            |          | 2006-02-25 20:55 |
| 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 |
| 1406 | Feature | New    | Normal   | Record particles and other effects in demos                                                                 |          | 2006-07-28 23:35 |
| 1412 | Feature | New    | Low      | Camera effect: screen shaking                                                                               |          | 2006-08-03 19:54 |
| 1414 | Feature | New    | Normal   | Generate particles when touching a plane                                                                    |          | 2006-08-03 20:01 |
| 1415 | Feature | New    | Low      | [Master Server] Allow specifying server IP manually                                                         |          | 2006-08-06 06:06 |
| 1416 | Feature | New    | Urgent   | [Doom] Invisible "fuzz" effect                                                                              |          | 2006-08-20 01:17 |
| 1430 | Feature | New    | Normal   | Particle generator decorations (e.g., particles from a wall)                                                |          | 2006-10-07 11:24 |
| 390  | Feature | New    | Low      | Alignpitch/yaw flags for model particles                                                                    |          | 2007-01-03 14:52 |
| 1439 | Feature | New    | Normal   | XG: Spawn objects at player location                                                                        |          | 2007-02-23 01:16 |
| 1440 | Feature | New    | Normal   | Vanilla Doom collision-checking mode                                                                        |          | 2007-03-01 18:31 |
| 1441 | Feature | New    | Low      | [MP] Option: weaponstay deathmatch                                                                          |          | 2007-03-01 18:35 |
| 438  | Feature | New    | Low      | Accurately hit testing fast projectiles (compatibility option)                                              |          | 2007-03-14 14:18 |
| 1447 | Feature | New    | Normal   | Co-op player actions (giving, healing)                                                                      |          | 2007-05-24 07:44 |
| 1451 | Feature | New    | Normal   | [InFine] stopsound                                                                                          |          | 2007-08-10 20:56 |
| 1457 | Feature | New    | Normal   | [MP] Option to choose items/weapons/ammo on spawn                                                           |          | 2007-10-04 14:56 |
| 1459 | Feature | New    | Normal   | Replacement of MT_POD unique behavior with flag                                                             |          | 2008-02-18 18:06 |
| 1460 | Feature | New    | Normal   | Remember the playing music in save game                                                                     |          | 2008-02-19 00:49 |
| 1461 | Feature | New    | Normal   | Separate chain/event derived/driven behaviour for XG                                                        |          | 2008-03-02 22:23 |
| 1465 | Feature | New    | Normal   | [XG] "Player needs object X" message                                                                        |          | 2008-07-05 20:00 |

| #    | Tracker | Status | Priority | Subject                                                       | Assignee | Created          |
|------|---------|--------|----------|---------------------------------------------------------------|----------|------------------|
| 1467 | Feature | New    | High     | [XG] Incorporate vanilla line/sector types                    |          | 2008-07-11 16:17 |
| 1471 | Feature | New    | Normal   | Standard definitions should conform to vanilla                |          | 2008-09-24 10:02 |
| 1475 | Feature | New    | Normal   | Spawnmobj "deaf" things                                       |          | 2008-11-06 21:24 |
| 1476 | Feature | New    | Normal   | Support for the features of the Playpal and Colormap lumps    |          | 2008-11-08 01:18 |
| 1480 | Feature | New    | Normal   | Include screenshot in savegames                               |          | 2009-01-06 11:13 |
| 1488 | Feature | New    | Normal   | Extended Hexen fullscreen HUD                                 |          | 2009-04-14 15:46 |
| 1489 | Feature | New    | Normal   | Separate decor definitions for different plane types          |          | 2009-04-16 13:03 |
| 1491 | Feature | New    | Normal   | Variable damage for the pmf_crush plane move flag             |          | 2009-04-29 11:58 |
| 1582 | Feature | New    | Normal   | Player actions while game is paused                           |          | 2009-05-06 21:05 |
| 1493 | Feature | New    | Normal   | Opposites for mobj_gone and activator_type requirements       |          | 2009-05-19 18:02 |
| 1499 | Feature | New    | Normal   | Flag to disable mobj respawn on specific types                |          | 2009-09-21 12:57 |
| 1500 | Feature | New    | Normal   | Support for ZDoom ZIP-as-WAD feature                          |          | 2009-11-14 20:31 |
| 1502 | Feature | New    | High     | Load any supported image format from WAD lump                 |          | 2009-11-17 04:57 |
| 1507 | Feature | New    | Normal   | [InFine] Option to pause playing script if the game is paused |          | 2010-01-23 21:40 |
| 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 |
| 1513 | Feature | New    | Low      | Examples with escaped quotes in context help for ccmd alias   | skyjake  | 2010-03-31 13:45 |
| 1514 | Feature | New    | Low      | GZdoom-like HUD (showing more information)                    |          | 2010-04-13 13:03 |
| 1516 | Feature | New    | Normal   | [Heretic Hexen] Add Doom-like option for fast monsters        |          | 2010-04-13 13:12 |
| 1523 | Feature | New    | Normal   | [Infine] Skill level checks                                   |          | 2010-10-23 11:04 |
| 1524 | Feature | New    | High     | [XG] Ability to do anything with ammo, weapons and artefacts  |          | 2010-10-26 20:49 |
| 1526 | Feature | New    | Normal   | [XG] Randomizing activation/deactivation wait timer           |          | 2011-02-07 15:39 |
| 1529 | Feature | New    | Normal   | Sound affected by the world                                   |          | 2011-03-25 11:56 |
| 1530 | Feature | New    | Normal   | [XG] ltf_count requirement                                    |          | 2011-03-30 11:46 |
| 1531 | Feature | New    | Normal   | "take" cmd to take away pickup powers                         |          | 2011-03-30 12:31 |
| 1532 | Feature | New    | Low      | [Doom Heretic] Secret found message text                      |          | 2011-04-06 11:53 |
| 1535 | Feature | New    | Normal   | Option for fullbright textures affected by colored sectors    |          | 2011-05-05 07:22 |
| 1537 | Feature | New    | Normal   | [XG] Activation event option when changing line types         |          | 2011-05-15 16:00 |
| 1542 | Feature | New    | High     | Use hit origin for Damage generator                           |          | 2011-06-30 06:12 |
| 1544 | Feature | New    | Normal   | Support for ZDoom's Decorate function                         |          | 2011-08-03 22:47 |
| 1546 | Feature | New    | Low      | Option for particle generator to hide sprite                  |          | 2011-09-29 12:55 |
| 1547 | Feature | New    | Low      | Command for manipulating numeric controls                     |          | 2011-10-02 16:57 |
| 1551 | Feature | New    | Normal   | Print unknown line/sector types to the console                |          | 2012-01-07 09:34 |

| #    | Tracker | Status | Priority | Subject                                                                             | Assignee  | Created          |
|------|---------|--------|----------|-------------------------------------------------------------------------------------|-----------|------------------|
| 1552 | Feature | New    | Normal   | Tag 667 Compatibility Option                                                        | skyjake   | 2012-02-11 21:13 |
| 1554 | Feature | New    | Normal   | [Hexen] Remove fixed MAX_TID_COUNT limit                                            |           | 2012-03-03 21:16 |
| 1559 | Feature | New    | Low      | State and sprite without a mobj (SMT2A0/STLAG)                                      |           | 2012-05-05 17:15 |
| 1563 | Feature | New    | Normal   | Weapon text defs affect the Controls menu                                           |           | 2012-06-24 08:20 |
| 1565 | Feature | New    | High     | [MP] Option to remove MP flagged weapons in co-op                                   |           | 2012-06-25 21:20 |
| 1566 | Feature | New    | Normal   | [Automap] Reset line colors                                                         |           | 2012-07-13 20:49 |
| 1568 | Feature | New    | Normal   | [Automap] Option for hiding non-blocking lines                                      |           | 2012-07-13 20:57 |
| 1569 | Feature | New    | Lowest   | [Hexen] Demo version cheat codes and "Beta" message                                 |           | 2012-07-19 15:54 |
| 1571 | Feature | New    | Normal   | On screen notification for Always Run                                               |           | 2012-08-27 18:55 |
| 1573 | Feature | New    | Normal   | Setting for number of samples used for antialiasing                                 |           | 2012-09-04 18:53 |
| 1576 | Feature | New    | Normal   | [MP] Option to retain weapons+ammo after death in co-op                             |           | 2012-10-22 07:23 |
| 1579 | Feature | New    | Low      | Dehacked 2.0 support                                                                |           | 2012-12-20 13:07 |
| 1580 | Feature | New    | High     | Fix the Doom 64: Absolution TC plugin                                               |           | 2013-05-10 10:41 |
| 1587 | Feature | New    | Normal   | 3D weapon behaviour                                                                 |           | 2013-09-29 22:40 |
| 1602 | Feature | New    | Normal   | Improvements for map title in automap                                               |           | 2013-10-18 13:56 |
| 1604 | Feature | New    | High     | Game rules (1p and MP)                                                              |           | 2013-10-18 15:34 |
| 1607 | Feature | New    | Normal   | Reset settings to defaults                                                          |           | 2013-10-19 18:44 |
| 1614 | Feature | New    | High     | Improved demo recording and playback                                                |           | 2013-10-20 18:13 |
| 1616 | Feature | New    | Normal   | Selector for sprites                                                                |           | 2013-10-21 07:23 |
| 1617 | Feature | New    | High     | Scoped definitions and variables                                                    | Deng Team | 2013-10-21 07:43 |
| 1618 | Feature | New    | Normal   | Decorations/effects for game events (power up, damage, etc.)                        |           | 2013-10-21 08:28 |
| 1622 | Feature | New    | Urgent   | Vanilla depth shading                                                               |           | 2013-10-22 07:46 |
| 1626 | Feature | New    | Normal   | Area-based fog                                                                      |           | 2013-10-22 08:02 |
| 1628 | Feature | New    | Normal   | Surface meshes                                                                      |           | 2013-10-22 08:07 |
| 1630 | Feature | New    | Urgent   | Implement game menus with InFine (InfineWidget)                                     | Deng Team | 2013-10-22 10:20 |
| 1632 | Feature | New    | High     | InFine 2.0 (on top of Doomsday Script)                                              | Deng Team | 2013-10-22 15:09 |
| 1633 | Feature | New    | High     | Console commands and Doomsday Script                                                | skyjake   | 2013-10-22 15:32 |
| 1646 | Feature | New    | Normal   | Stereo 3D enhancements                                                              |           | 2013-10-31 17:12 |
| 1649 | Feature | New    | Low      | Option to disable HUD/menu font upscaling                                           |           | 2013-11-02 21:26 |
| 1658 | Feature | New    | High     | Automatic port forwarding (UPnP/NAT-PMP/PCP)                                        | skyjake   | 2013-11-07 10:05 |
| 1663 | Feature | New    | Normal   | Replace game-side color filter / special effect with LensFx                         |           | 2013-11-14 11:18 |
| 1668 | Feature | New    | Normal   | Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range |           | 2013-11-25 21:13 |
| 1677 | Feature | New    | Low      | Square particle shape (option, as alternative to round particles)                   |           | 2013-12-05 18:52 |

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|------|---------|--------|----------|----------------------------------------------------------------------------|----------|------------------|
| 1688 | Feature | New    | High     | Command line options documented with Amethyst                              |          | 2013-12-23 13:45 |
| 1694 | Feature | New    | Low      | [Doom] Invulnerability animation: full bright sync, apply tic rate         |          | 2013-12-31 08:50 |
| 1698 | Feature | New    | Normal   | Editor for particle generators                                             |          | 2014-01-03 12:36 |
| 1699 | Feature | New    | High     | Particle renderer 2.0                                                      |          | 2014-01-03 12:40 |
| 1726 | Feature | New    | Normal   | Remapping the colours on a texture via material def                        |          | 2014-02-09 19:33 |
| 1727 | Feature | New    | Normal   | Apply colored sector lighting by sector via DED                            |          | 2014-02-09 19:43 |
| 1749 | Feature | New    | High     | Built-in effects should come in resource packs                             | skyjake  | 2014-04-16 20:01 |
| 1754 | Feature | New    | High     | Start local server using client GUI                                        | skyjake  | 2014-04-18 07:36 |
| 1757 | Feature | New    | High     | Separate server and client sources                                         |          | 2014-04-18 07:50 |
| 1758 | Feature | New    | Low      | Separate left/right modifier keys (Shift, Alt, etc.)                       | skyjake  | 2014-04-18 07:53 |
| 1762 | Feature | New    | Normal   | Game hierarchy                                                             |          | 2014-04-18 08:12 |
| 1763 | Feature | New    | Normal   | Autosaving                                                                 |          | 2014-04-18 08:14 |
| 1764 | Feature | New    | Normal   | DMU 2.0: Generate network deltas                                           |          | 2014-04-18 08:22 |
| 1765 | Feature | New    | High     | Multiplayer savegames (co-op)                                              | skyjake  | 2014-04-18 08:26 |
| 1767 | Feature | New    | High     | Network delta profiler                                                     |          | 2014-04-18 08:35 |
| 1774 | Feature | New    | Normal   | Use "-savedir" option to the configure where saves are stored              |          | 2014-04-20 05:03 |
| 1779 | Feature | New    | Normal   | [Home] Show project news and dev blog                                      |          | 2014-04-24 07:21 |
| 1793 | Feature | New    | Normal   | Use rich formatting in help strings                                        | skyjake  | 2014-05-01 11:21 |
| 1844 | Feature | New    | Normal   | Support ZDoom's skill definitions in MAPINFO                               |          | 2014-07-17 17:17 |
| 1851 | Feature | New    | Normal   | [UI] Dynamic release notes                                                 |          | 2014-08-08 13:46 |
| 1864 | Feature | New    | Normal   | Remember material, particle and decoration animation states in saved games |          | 2014-09-12 13:50 |
| 1865 | Feature | New    | Normal   | Align 3D model's head with the target's direction                          |          | 2014-09-15 08:48 |
| 1867 | Feature | New    | Normal   | Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)                 |          | 2014-09-18 00:16 |
| 1869 | Feature | New    | Normal   | Support 'shadowed' texture resources in animated textures                  |          | 2014-09-29 23:09 |
| 1877 | Feature | New    | Normal   | [Updater] Use Sparkle for automatic updates (on OS X)                      | skyjake  | 2014-10-14 11:54 |
| 1905 | Feature | New    | Low      | God mode console cheat that doesn't restore health                         |          | 2014-11-20 19:37 |
| 1917 | Feature | New    | Normal   | Copy alert text to Clipboard                                               |          | 2014-11-29 00:57 |
| 1920 | Feature | New    | Normal   | Tree navigator widget (libappfw)                                           | skyjake  | 2014-12-03 21:59 |
| 1938 | Feature | New    | Low      | Polyobjs represented by 3D models                                          |          | 2015-01-11 20:49 |
| 1962 | Feature | New    | High     | Revised network protocol based on libshell                                 | skyjake  | 2015-02-11 10:18 |
| 1970 | Feature | New    | Normal   | Scriptable map entry/exit, cycling                                         |          | 2015-02-11 17:51 |
| 1976 | Feature | New    | Normal   | Replace old Save/Load menu with new UI widgets                             | skyjake  | 2015-02-12 13:22 |
| 1986 | Feature | New    | High     | [MP] Configure what the server does when an episode ends                   | skyjake  | 2015-03-02 08:52 |

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|------|---------|--------|----------|----------------------------------------------------------------------------------------------|-----------|------------------|
| 1998 | Feature | New    | Normal   | Emulate original game menus (other settings moved to taskbar UI)                             |           | 2015-03-17 12:12 |
| 2023 | Feature | New    | Low      | New Doom 64 plugin (accurate gameplay, original ROM)                                         |           | 2015-05-02 15:46 |
| 2028 | Feature | New    | Normal   | libcommon uses the preprocessor excessively in order specialize for doom, heretic, and hexen |           | 2015-05-03 09:11 |
| 2032 | Feature | New    | Normal   | Game world debugger/inspector sidebar                                                        |           | 2015-05-03 21:40 |
| 2035 | Feature | New    | Normal   | Map lighting editor (volume, surface, and point sources)                                     |           | 2015-05-05 10:22 |
| 2051 | Feature | New    | High     | XG test suite / demo map                                                                     |           | 2015-05-14 11:56 |
| 2053 | Feature | New    | Normal   | [HeXen DK] Automatically handle version 1.0 lack of SNDINFO                                  |           | 2015-05-15 14:23 |
| 2057 | Feature | New    | Normal   | Multiple client instances                                                                    | skyjake   | 2015-05-16 15:24 |
| 2072 | Feature | New    | High     | Gracefully exit to Home on fatal error in a game (e.g., DED/resource error)                  |           | 2015-05-27 20:49 |
| 2093 | Feature | New    | Normal   | Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode                        | Deng Team | 2015-06-19 15:11 |
| 2123 | Feature | New    | Low      | Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses...                 |           | 2015-11-04 03:25 |
| 2153 | Feature | New    | Normal   | Modern multiplayer chat UI                                                                   | skyjake   | 2016-03-27 08:29 |
| 2155 | Feature | New    | Normal   | BOOM support for sunlust.wad                                                                 |           | 2016-04-02 01:34 |
| 2156 | Feature | New    | Normal   | [HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)                      |           | 2016-04-02 12:50 |
| 2159 | Feature | New    | Normal   | Enhanced control over model animation sequences                                              | skyjake   | 2016-05-13 13:58 |
| 2179 | Feature | New    | Low      | Map has no secrets, displayed as 0% (vs. 100%)                                               |           | 2016-09-13 05:15 |
| 2184 | Feature | New    | Normal   | Keyboard navigation: bindable controls                                                       | skyjake   | 2016-11-20 14:46 |
| 2188 | Feature | New    | Normal   | Use OpenVR SDK for virtual reality                                                           |           | 2016-11-30 07:43 |
| 2192 | Feature | New    | Low      | Procedural images generated based on a text file (.deimage)                                  | skyjake   | 2017-01-10 12:54 |
| 2195 | Feature | New    | Normal   | Permanent blood (surface decal effect)                                                       |           | 2017-01-20 19:00 |
| 2281 | Feature | New    | Normal   | Apply Values in Hexen                                                                        | skyjake   | 2018-08-29 09:17 |
| 2286 | Feature | New    | Normal   | Editing all global Doomsday key bindings                                                     | skyjake   | 2018-10-12 19:45 |
| 2288 | Feature | New    | Normal   | Configure all multiplayer game options via GUI                                               | skyjake   | 2018-10-27 14:45 |
| 2289 | Feature | New    | Normal   | Filtering game profiles in Home using search terms                                           | skyjake   | 2018-10-27 19:07 |
| 2292 | Feature | New    | Normal   | Indication of an options default setting                                                     |           | 2018-11-05 11:27 |
| 2295 | Feature | New    | Normal   | Support XBOX version of Doom                                                                 |           | 2018-11-09 07:46 |
| 2298 | Feature | New    | Normal   | Upgrade Assimp to latest 4.x version                                                         | skyjake   | 2018-11-20 15:49 |
| 2304 | Feature | New    | Normal   | OGG/FLAC custom loop tags                                                                    | skyjake   | 2018-12-13 10:08 |
| 2320 | Feature | New    | Normal   | Re-enable XG dummy line                                                                      |           | 2019-01-24 20:06 |
| 2325 | Feature | New    | High     | A way to vote for a specific map                                                             |           | 2019-03-25 06:28 |
| 2333 | Feature | New    | Normal   | Extend info about server wads (filename, checksum)                                           |           | 2019-06-24 14:40 |
| 2335 | Feature | New    | Normal   | [Shell] Command line option for opening connection to a server address                       |           | 2019-06-24 14:41 |
| 2336 | Feature | New    | Normal   | Comprehensive server info and metadata                                                       |           | 2019-06-24 14:43 |

| #    | Tracker | Status      | Priority | Subject                                                                                                                 | Assignee  | Created          |
|------|---------|-------------|----------|-------------------------------------------------------------------------------------------------------------------------|-----------|------------------|
| 2340 | Feature | New         | Normal   | A new MP game mode: no respawn                                                                                          |           | 2019-08-02 10:28 |
| 2355 | Feature | New         | Normal   | Build must fail on macOS notarization error                                                                             | Deng Team | 2019-11-30 08:03 |
| 2377 | Feature | New         | Lowest   | [Hexen] Option for monster respawn rate                                                                                 | Deng Team | 2019-12-24 06:35 |
| 2383 | Feature | New         | Normal   | Stereo rendering convergence setting                                                                                    | Deng Team | 2019-12-27 14:41 |
| 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 |
| 2390 | Feature | New         | Normal   | [FMOD] Ogg Vorbis custom loop point tags                                                                                | skyjake   | 2019-12-31 11:00 |
| 2391 | Feature | New         | Normal   | [SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback                                          | Deng Team | 2019-12-31 11:04 |
| 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 |
| 2393 | Feature | New         | Normal   | Map selection UI for Master Levels for Doom II (Episode with additional packages)                                       | skyjake   | 2020-01-03 06:44 |
| 2394 | Feature | New         | Normal   | Episodes defined in game profile                                                                                        | Deng Team | 2020-01-05 09:00 |
| 2395 | Feature | New         | Normal   | Exporting and importing game profiles (files and dengine.net)                                                           | Deng Team | 2020-01-05 09:07 |
| 2403 | Feature | New         | Normal   | User-provided particle texture flipbook (atlas)                                                                         | skyjake   | 2020-01-17 19:57 |
| 2407 | Feature | New         | Normal   | "follow / no follow" in the automap settings                                                                            | Deng Team | 2020-01-28 01:23 |
| 2413 | Feature | New         | High     | [MP] Configure what the server does after a timeout when no clients connected                                           | skyjake   | 2020-02-05 07:19 |
| 2420 | Feature | New         | Normal   | Heretic: new visual effects, light decorations and particle generators                                                  | Deng Team | 2020-04-18 00:55 |
| 2423 | Feature | New         | Normal   | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery                                  | Deng Team | 2020-05-10 07:35 |
| 2430 | Feature | New         | Normal   | Add support for Bethesda.net official addon PWADs                                                                       | Deng Team | 2020-09-17 14:25 |
| 2433 | Feature | New         | Normal   | HACX 2.0r61                                                                                                             | Deng Team | 2020-11-05 17:15 |
| 2434 | Feature | New         | Normal   | CHEX3 v1.4                                                                                                              | Deng Team | 2020-11-05 17:21 |
| 2439 | Feature | New         | Normal   | Copy/paste to/from clipboard in the command prompt                                                                      | Deng Team | 2021-01-03 07:22 |
| 2449 | Feature | New         | Normal   | FBX LOD                                                                                                                 | skyjake   | 2021-02-17 00:19 |
| 2453 | Feature | New         | Normal   | head bobbing model.weapon.* simple scale factor                                                                         | Deng Team | 2021-03-15 02:17 |
| 2465 | Feature | New         | Normal   | Keeping arsenal in coop                                                                                                 | Deng Team | 2021-10-23 18:36 |
| 2469 | Feature | New         | Normal   | NVIDIA RTX Ray Tracing Support                                                                                          | Deng Team | 2022-08-30 04:21 |
| 4    | Feature | In Progress | Normal   | UI improvements                                                                                                         | skyjake   | 2013-10-11 07:34 |
| 1601 | Feature | In Progress | Urgent   | Package management                                                                                                      | skyjake   | 2013-10-18 13:41 |
| 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 |
| 2185 | Feature | In Progress | High     | Package repositories                                                                                                    | skyjake   | 2016-11-20 19:04 |
| 1190 | Feature | Progressed  | High     | External scripts for mobj behavior                                                                                      | skyjake   | 2003-06-15 14:47 |
| 1203 | Feature | Progressed  | High     | Additional save slots — revised save management                                                                         | skyjake   | 2003-06-20 19:42 |
| 1252 | Feature | Progressed  | High     | Integrate Hexen features into libcommon                                                                                 |           | 2003-07-29 06:11 |
| 1301 | Feature | Progressed  | High     | Redesigned DED Reader                                                                                                   | skyjake   | 2003-10-05 10:15 |
| 1308 | Feature | Progressed  | High     | Splitscreen multiplayer                                                                                                 |           | 2003-11-01 12:50 |

| #    | Tracker | Status     | Priority | Subject                                                           | Assignee  | Created          |
|------|---------|------------|----------|-------------------------------------------------------------------|-----------|------------------|
| 1325 | Feature | Progressed | High     | Boom line types and sectors                                       |           | 2004-02-08 22:03 |
| 1361 | Feature | Progressed | Normal   | Rotation of objects away from walls during map load               |           | 2004-08-31 16:53 |
| 1407 | Feature | Progressed | Normal   | Customizable console keys                                         |           | 2006-07-31 21:49 |
| 1449 | Feature | Progressed | Urgent   | Setup bindings/controls via taskbar UI                            | Deng Team | 2007-06-07 09:48 |
| 1539 | Feature | Progressed | Normal   | Armor, powerups (object status) controls 3D model representation  | skyjake   | 2011-06-18 00:09 |
| 1541 | Feature | Progressed | High     | Joystick axis settings (sensitivity, max speed)                   |           | 2011-06-28 23:32 |
| 1548 | Feature | Progressed | Normal   | Multi-monitor support                                             |           | 2011-10-09 17:58 |
| 1585 | Feature | Progressed | Normal   | [Map Hack] Extra plane (e.g., Hell Revealed II MAP01)             |           | 2013-09-10 02:22 |
| 6    | Feature | Progressed | Normal   | Draw lens flares using GL2                                        | skyjake   | 2013-10-11 09:40 |
| 7    | Feature | Progressed | Urgent   | Next-gen renderer (codename "Gloom")                              | skyjake   | 2013-10-11 09:46 |
| 9    | Feature | Progressed | High     | Use local server to run single-player games                       |           | 2013-10-11 10:05 |
| 1603 | Feature | Progressed | Urgent   | Support for id Tech 1 map hacks                                   |           | 2013-10-18 14:05 |
| 1608 | Feature | Progressed | High     | Integrate Doomsday Script                                         | skyjake   | 2013-10-19 18:57 |
| 1615 | Feature | Progressed | Normal   | Sloped planes                                                     | skyjake   | 2013-10-20 21:28 |
| 1620 | Feature | Progressed | High     | XG 2.0                                                            | Deng Team | 2013-10-21 16:41 |
| 1623 | Feature | Progressed | Urgent   | Shaders                                                           | skyjake   | 2013-10-22 07:53 |
| 1625 | Feature | Progressed | Urgent   | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2013-10-22 07:59 |
| 1640 | Feature | Progressed | Normal   | Support for id Tech 1 audio/graphic resource hacks                |           | 2013-10-24 08:22 |
| 1647 | Feature | Progressed | High     | Replace FS1 with FS2-based resource management                    | skyjake   | 2013-10-31 22:26 |
| 1648 | Feature | Progressed | Urgent   | Complete vanilla DOOM emulation                                   |           | 2013-11-02 14:26 |
| 1687 | Feature | Progressed | Normal   | In-game error dialogs (e.g., corrupt savegame)                    |           | 2013-12-23 13:10 |
| 1745 | Feature | Progressed | Normal   | Performance optimization                                          |           | 2014-04-09 20:21 |
| 1768 | Feature | Progressed | High     | Boom compatibility                                                |           | 2014-04-18 08:39 |
| 1840 | Feature | Progressed | Normal   | Support ZDoom-extended MAPINFO format                             |           | 2014-07-17 16:54 |
| 1842 | Feature | Progressed | Normal   | Support ZDoom's episode and hub definitions in MAPINFO            |           | 2014-07-17 17:04 |
| 1891 | Feature | Progressed | Low      | Notification area animations                                      | skyjake   | 2014-10-28 11:43 |
| 1996 | Feature | Progressed | High     | Engine-managed "map spot / point of interest" mechanism           |           | 2015-03-13 15:53 |
| 2015 | Feature | Progressed | Normal   | Remove server-side audio system                                   |           | 2015-04-22 05:37 |
| 2033 | Feature | Progressed | High     | Runtime map editor                                                |           | 2015-05-03 21:51 |
| 2160 | Feature | Progressed | Low      | Custom screenshader support and profiles                          | Deng Team | 2016-05-21 21:56 |
| 2170 | Feature | Progressed | Normal   | Improved sequence-based model animation mechanism                 | skyjake   | 2016-08-07 08:51 |
| 2241 | Feature | Progressed | Normal   | Configure games via Home UI (advanced users, cf. autoexec.cfg)    | skyjake   | 2017-04-05 18:55 |
| 1635 | Feature | Resolved   | Normal   | HDR rendering                                                     | skyjake   | 2013-10-23 08:30 |



| #    | Tracker | Status   | Priority | Subject                                                         | Assignee | Created          |
|------|---------|----------|----------|-----------------------------------------------------------------|----------|------------------|
| 1945 | Feature | Resolved | Urgent   | Efficient reuse of world geometry across multiple frames/passes | skyjake  | 2015-01-13 13:44 |
| 1979 | Feature | Feedback | Normal   | Additional sound formats                                        |          | 2015-02-13 23:46 |