

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2343	Doomsday Engine	Bug	New	Normal	3d models don't go semi transparent when player picks up invisibility		2019-08-17 03:20	0
2342	Doomsday Engine	Bug	New	High	Skybox visible only		2019-08-13 20:49	0
2341	Doomsday Engine	Feature	Resolved	Normal	headless server package for debian / ubuntu	skyjake	2019-08-17 06:21	100
2340	Doomsday Engine	Feature	New	Normal	A new MP game mode: no respawn		2019-08-03 19:59	0
2339	Doomsday Engine	Bug	Resolved	Normal	Doomsday Shell.app has conflicting version information on macOS	skyjake	2019-08-03 18:55	100
2338	Doomsday Engine	Bug	Resolved	High	Doomsday.app does not have a 'Bundle Identifier' on macOS	skyjake	2019-08-03 18:56	100
2337	Doomsday Engine	Bug	New	High	No doom II can be selected from the master list in the server tab		2019-06-26 04:35	0
2336	Doomsday Engine	Feature	New	Normal	Extend server info parameter list		2019-06-24 14:43	0
2335	Doomsday Engine	Feature	New	Normal	Extend Doomsday Shell functionality		2019-06-24 14:41	0
2334	Doomsday Engine	Feature	New	Normal	Server wads autoload		2019-06-24 14:40	0
2333	Doomsday Engine	Feature	New	Normal	Extend info about server wads		2019-06-24 14:40	0
2332	Doomsday Engine	Bug	New	Normal	Duplicate server entries on master-server		2019-06-24 14:39	0
2331	Doomsday Engine	Bug	New	Normal	Server doesn't check wads		2019-06-24 14:37	0
2330	Doomsday Engine	Bug	Resolved	Normal	SIGIL Unplayable without using "Compat" version	skyjake	2019-06-02 08:54	100
2329	Doomsday Engine	Bug	New	Normal	Gnome Icon		2019-05-01 19:32	0
2328	Doomsday Engine	Bug	New	Low	Some official releases are not listed in the doomsday engine	skyjake	2019-04-25 08:45	0
2327	Doomsday Engine	Bug	New	Urgent	Linetype 98 is in functional in Heretic		2019-04-18 08:02	0
2326	Doomsday Engine	Bug	New	Normal	[Doom] PRCP map32; player incorrectly spawning as camera		2019-04-06 15:55	0
2325	Doomsday Engine	Feature	New	Normal	A way to vote for a specific map		2019-03-25 06:28	0
2324	Doomsday Engine	Bug	New	Normal	Sky texture issue upon MOD loading/unloading in game	skyjake	2019-03-30 16:53	0
2323	Doomsday Engine	Bug	New	Normal	Doomsday deleting saved games after opening game		2019-03-19 02:50	0
2322	Doomsday Engine	Feature	New	Normal	Material def scroll options		2019-02-19 20:12	0
2321	Doomsday Engine	Bug	Resolved	High	[Heretic] Helstaff rain doesn't spawn while shooting close to the target	skyjake	2019-03-02 14:15	100
2320	Doomsday Engine	Feature	New	High	Re-enable XG dummy line		2019-01-27 17:33	0
2319	Doomsday Engine	Bug	New	Normal	Infine screen filters 4:3	skyjake	2019-01-27 17:35	0
2316	Doomsday Engine	Feature	Resolved	Normal	Scriptable custom state action functions	skyjake	2019-01-20 11:04	100
2312	Doomsday Engine	Bug	New	High	3D Doom and Doom II models break in doomsday 2.1.x (env LC_NUMERIC)		2019-01-04 13:31	0
2310	Doomsday Engine	Bug	New	Low	Doomsday 2 package - info.dei: maximum string length issue	skyjake	2018-12-19 10:13	0
2309	Doomsday Engine	Bug	New	Normal	Incompatible addon error appears sometimes	skyjake	2018-12-17 05:52	0
2308	Doomsday Engine	Bug	New	Normal	UI: many addon tags issue	skyjake	2018-12-16 16:20	0
2304	Doomsday Engine	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2018-12-16 15:46	0

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2303	Doomsday Engine	Bug	In Progress	Normal	Plutonia 2: Incorrect music; "unknown" map author (with embedded DEHACKED lump)	skyjake	2019-02-16 11:30	80
2301	Doomsday Engine	Bug	New	Normal	Soundfont setup issue		2018-12-11 21:17	0
2300	Doomsday Engine	Bug	New	Normal	[Doom] Secret exit switch in E3M6 placed too low	skyjake	2019-02-10 17:28	0
2298	Doomsday Engine	Feature	New	Normal	Upgrade Assimp to latest 4.x version	skyjake	2018-11-20 15:49	0
2295	Doomsday Engine	Feature	New	Normal	Support XBOX version of Doom		2018-11-18 07:45	0
2292	Doomsday Engine	Feature	New	Normal	Indication of an options default setting		2018-11-05 11:49	0
2290	Doomsday Engine	Feature	New	Normal	Extend ambient light Map Info and Cvar to reduce light levels		2018-11-19 19:58	0
2289	Doomsday Engine	Feature	New	Normal	Filtering game profiles in Home using search terms	skyjake	2018-10-27 19:07	0
2288	Doomsday Engine	Feature	New	Normal	Configure all multiplayer game options via GUI	skyjake	2018-10-27 14:45	100
2286	Doomsday Engine	Feature	New	Normal	Editing all global Doomsday key bindings	skyjake	2018-10-12 19:45	0
2282	Doomsday Engine	Bug	New	Normal	Doom64 Absolution uncaught exception		2018-11-05 08:48	0
2281	Doomsday Engine	Feature	New	Normal	Apply Values in Hexen	skyjake	2018-08-29 09:18	0
2279	Doomsday Engine	Feature	In Progress	Low	Detect uncensored WADs of BFG edition (including No Rest for the Living)	skyjake	2018-11-18 06:24	60
2272	Doomsday Engine	Bug	New	Normal	Build Error - ByteSwapper.h		2018-11-05 08:30	0
2267	Doomsday Engine	Feature	New	Normal	Detect a known data file with a programmatically chosen version number	skyjake	2018-10-27 15:58	0
2265	Doomsday Engine	Bug	New	Normal	[Windows] Improved fullscreen Alt-Tab / focus lost behavior	skyjake	2018-10-27 16:03	0
2262	Doomsday Engine	Bug	New	Normal	[Hexen] Quest switches in Griffin Chapel aren't working	skyjake	2019-09-17 03:58	0
2259	Doomsday Engine	Bug	New	Normal	Mouse unusable on ArchLinux with Gnome / Wayland		2018-07-29 16:44	0
2258	Doomsday Engine	Bug	New	Normal	[Doom] Falling through 3D bridges		2017-07-21 09:22	0
2257	Doomsday Engine	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	0
2256	Doomsday Engine	Bug	New	Normal	Sky clipping through ceiling		2017-07-18 11:02	0
2255	Doomsday Engine	Bug	New	Low	Line teleport (XG class) - "No Flash" parameter inverted	skyjake	2018-10-27 16:09	0
2254	Doomsday Engine	Bug	New	High	Variant of Deep Water rendering hack not supported?	skyjake	2017-07-11 19:17	0
2253	Doomsday Engine	Bug	New	Normal	[Doom] Arch-vile sprite disappears when resurrecting a monster	skyjake	2018-10-27 16:09	0
2244	Doomsday Engine	Feature	In Progress	Normal	Create an official portable Linux distribution (Applmage)		2017-04-12 19:11	30
2241	Doomsday Engine	Feature	New	Normal	Configure games via Home UI (advanced users, cf. autoexec.cfg)	skyjake	2018-11-10 17:51	0
2239	Doomsday Engine	Bug	New	Normal	HUD Frost shards from XARP changing their Zoffset if instantly fire after switching	skyjake	2017-04-10 21:01	0
2236	Doomsday Engine	Bug	New	Normal	Hiitscan issues	skyjake	2018-10-27 16:09	0
2235	Doomsday Engine	Bug	New	Normal	Frozen afrits can be invisible sometimes	skyjake	2018-10-27 15:19	0
2234	Doomsday Engine	Bug	New	Normal	Fov 160 + near clip plane issues with MD2 and FBX HUD Models	skyjake	2018-10-27 16:08	0
2233	Doomsday Engine	Bug	New	Normal	Fov 160 issues with texture filtering	skyjake	2018-10-27 16:08	0

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2209	Doomsday Engine	Bug	New	High	Materials do not get correctly reset when loading/unloading data files while a game is loaded	skyjake	2018-10-27 15:00	0
2195	Doomsday Engine	Feature	New	Normal	Permanent blood (surface decal effect)		2017-01-22 08:50	0
2194	Doomsday Engine	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0
2192	Doomsday Engine	Feature	New	Low	Procedural images generated based on a text file (.deimage)	skyjake	2017-03-04 09:25	0
2188	Doomsday Engine	Feature	New	Normal	Use OpenVR SDK for virtual reality		2016-11-30 07:43	0
2185	Doomsday Engine	Feature	In Progress	High	Package repositories	skyjake	2018-10-27 14:55	60
2184	Doomsday Engine	Feature	New	Normal	Keyboard navigation: bindable controls	skyjake	2016-11-20 14:48	0
2180	Doomsday Engine	Bug	New	Normal	Task bar shows only partially (Intel Mobility)		2017-04-03 14:19	0
2179	Doomsday Engine	Feature	New	Low	Map has no secrets, displayed as 0% (vs. 100%)		2017-04-03 18:45	0
2170	Doomsday Engine	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10
2160	Doomsday Engine	Feature	New	Low	Custom screenshader support and profiles	Deng Team	2016-05-23 15:41	0
2159	Doomsday Engine	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 14:03	0
2156	Doomsday Engine	Feature	New	Normal	[HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)		2017-04-03 13:30	0
2155	Doomsday Engine	Feature	New	Normal	BOOM support for sunlust.wad		2017-07-18 11:04	0
2154	Doomsday Engine	Bug	New	Low	[HeXen] class select incorrect graphic		2017-04-03 18:33	0
2153	Doomsday Engine	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2018-07-29 16:56	0
2152	Doomsday Engine	Bug	New	Urgent	[Hexen] Afrits become stuck/invincible in multiplayer		2018-07-29 16:53	0
2142	Doomsday Engine	Feature	New	Normal	Color adjustment should only apply to Doomsday window or game view		2015-12-11 11:16	0
2124	Doomsday Engine	Feature	New	Normal	Surround Sound Upmixing for the music...		2015-11-04 11:36	0
2123	Doomsday Engine	Feature	New	Normal	Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses...		2015-11-10 11:39	0
2120	Doomsday Engine	Bug	New	Normal	Failed to reject MAPINFO data in ZDoom-extended syntax (required parameter made optional)		2017-04-03 13:32	0
2118	Doomsday Engine	Bug	New	Normal	[HeXen] Possible mishandling of sector effect 200 (sky textures)		2017-04-03 18:34	0
2117	Doomsday Engine	Bug	New	Normal	[HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)		2017-04-03 18:33	0
2116	Doomsday Engine	Feature	Progressed	Low	Compatibility with limited FBO functionality (old OpenGL drivers)	skyjake	2017-04-03 18:46	50
2110	Doomsday Engine	Feature	New	Normal	Recolour materials at def level		2015-08-19 17:14	0
2109	Doomsday Engine	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2017-04-03 18:33	0
2107	Doomsday Engine	Bug	New	Normal	[Heretic] [Hexen] Line attacks produce no sound on impact		2017-04-03 13:36	0
2104	Doomsday Engine	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	0
2097	Doomsday Engine	Bug	New	Normal	[Doom] Lost Soul bouncing accuracy in Ultimate Doom		2017-04-03 18:33	0
2096	Doomsday Engine	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2094	Doomsday Engine	Bug	New	Normal	Incorrect "Pillar-Door Statue" model direction in some cases in Heretic	skyjake	2017-04-03 13:39	0
2093	Doomsday Engine	Feature	New	Normal	Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode	Deng Team	2016-03-27 08:20	0

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2091	Doomsday Engine	Bug	New	Normal	State Particles won't start for Afrit in some cases (Hexen)	Deng Team	2017-04-03 13:40	0
2090	Doomsday Engine	Bug	New	Normal	Missile with no death state error		2017-04-03 13:42	0
2085	Doomsday Engine	Bug	Progressed	Normal	[Dehacked] Sprite name table patches not supported (Crashes)	daniij	2016-10-15 21:47	0
2084	Doomsday Engine	Bug	New	Low	"title" music (external source, ogg format) is played incorrectly (with noise at start) for heretic and hexen		2017-04-03 13:43	0
2072	Doomsday Engine	Feature	New	Normal	Gracefully exit to RingZero when a plugin experiences an error condition		2015-05-28 22:33	0
2068	Doomsday Engine	Bug	New	Urgent	[HeXen] Badguys not retaining alerted status upon return to a map	skyjake	2017-04-23 10:03	0
2067	Doomsday Engine	Bug	New	Normal	[Heretic Multiplayer] Inventory doesn't auto scroll if can't use item		2018-07-29 16:53	0
2066	Doomsday Engine	Bug	New	High	[Heretic Multiplayer] Iron Lich firewall doesn't expand		2018-07-29 16:53	0
2065	Doomsday Engine	Bug	New	Normal	[Heretic Multiplayer] Wings of Wrath bugs		2018-07-29 16:53	0
2064	Doomsday Engine	Bug	New	Urgent	Bugs in HeXen Multiplayer		2018-07-29 16:53	0
2057	Doomsday Engine	Feature	New	Normal	Multiple client instances	skyjake	2018-07-29 16:56	0
2056	Doomsday Engine	Bug	New	Normal	Moving platforms sound origin incorrect		2017-04-03 13:46	0
2055	Doomsday Engine	Bug	New	Normal	[MP] Multiple instances can't connect to a local server		2018-07-29 16:53	0
2054	Doomsday Engine	Bug	New	Low	[MP] No weapon pickup notification in Hexen		2018-07-29 16:53	0
2053	Doomsday Engine	Feature	New	Normal	[HeXen DK] Automatically handle version 1.0 lack of SNDINFO		2017-04-03 18:46	0
2051	Doomsday Engine	Feature	New	High	XG test suite / demo map		2017-04-03 18:46	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	0
2047	Doomsday Engine	Feature	New	Normal	Allow user to select a specific IWAD file for a (custom) game session		2015-11-10 11:37	0
2042	Doomsday Engine	Bug	New	High	Mobj spawning at sector boundary height should choose highest contacted floor		2017-04-03 18:32	0
2041	Doomsday Engine	Bug	New	Normal	Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}		2017-04-03 13:48	0
2038	Doomsday Engine	Feature	New	Low	Replace `define` with `static const ...` where possible		2015-05-06 03:27	0
2035	Doomsday Engine	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2015-05-05 10:22	0
2033	Doomsday Engine	Feature	Progressed	High	Runtime map editor		2016-07-06 09:24	0
2032	Doomsday Engine	Feature	New	Normal	Game world debugger/inspector sidebar		2015-05-03 21:53	0
2028	Doomsday Engine	Feature	New	Normal	The `common` plugin uses the preprocessor excessively in order specialize for doom, heretic, and hexen		2015-05-03 13:54	0
2027	Doomsday Engine	Bug	New	Normal	Doom64TC map is missing 'on' textures for switches		2015-05-03 00:46	0
2025	Doomsday Engine	Bug	Progressed	Normal	Doom64TC does not have a fully functional HUD	rhargrave	2016-07-06 09:25	80
2023	Doomsday Engine	Feature	New	Normal	New Doom 64 plugin (accurate gameplay, original ROM)		2015-05-02 15:46	0
2022	Doomsday Engine	Bug	Progressed	Normal	p_enemy.c in doom64 plugin uses ~15 different copies of A_KeenDie	rhargrave	2017-04-03 13:49	20
2021	Doomsday Engine	Bug	New	High	Doom64's ingame music is severely broken		2015-05-03 14:08	0
2018	Doomsday Engine	Feature	New	Normal	Textured Automap		2015-04-30 13:36	0

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2017	Doomsday Engine	Bug	Progressed	Normal	Build .pack/PK3 packages using CMake, with dependency tracking and automatic rebuilding	skyjake	2018-11-19 15:18	50
2016	Doomsday Engine	Feature	Progressed	Normal	"Portable app" package (app contained in a folder, with all user data included; e.g., for USB sticks)		2016-07-05 23:53	50
2015	Doomsday Engine	Feature	Progressed	Normal	Remove server-side audio system	daniij	2018-07-29 16:56	50
2013	Doomsday Engine	Bug	New	Normal	[Doom] Pain Elemental Vanilla/Boom compatibility option		2017-04-03 18:33	0
2012	Doomsday Engine	Bug	New	Normal	[Doom] Boom bug in Memento Mori II		2017-04-03 13:50	0
2008	Doomsday Engine	Feature	New	High	Keyboard-only usage of the new Doomsday UI (Home, task bar, popups, etc.)	skyjake	2015-03-30 21:29	0
2007	Doomsday Engine	Bug	New	Normal	[Hexen] Mana given when collecting already-owned, fourth-weapon pieces		2018-10-27 15:53	0
2001	Doomsday Engine	Feature	New	Normal	Uninstall savegames, configs and other runtime files (optionally)		2015-03-26 08:24	0
2000	Doomsday Engine	Bug	New	Normal	[Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes)		2017-04-03 18:33	0
1999	Doomsday Engine	Bug	New	Normal	Window focus/close events ignored during busy mode (should defer)		2017-04-03 13:55	0
1998	Doomsday Engine	Feature	New	Normal	Emulate original game menus (other settings moved to taskbar UI)		2017-04-03 18:43	0
1996	Doomsday Engine	Feature	Progressed	High	Engine-managed "map spot / point of interest" mechanism	daniij	2016-07-06 00:01	20
1993	Doomsday Engine	Bug	Feedback	High	Switching maps while XG lines are active causes seg fault	vermil	2017-04-03 13:55	0
1992	Doomsday Engine	Bug	Feedback	Normal	Load console command segfaults (needs retesting)	vermil	2017-04-03 13:57	0
1989	Doomsday Engine	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	2018-07-29 16:53	0
1988	Doomsday Engine	Bug	New	Normal	[MP] When spawning on a weapon, weapon fires at speed of pistol		2018-07-29 16:53	0
1986	Doomsday Engine	Feature	New	High	[MP] Configure what the server does when an episode ends		2018-07-29 16:53	0
1983	Doomsday Engine	Bug	New	Normal	[Doom] "Finished" graphic placed too low		2017-04-03 18:32	0
1981	Doomsday Engine	Bug	New	Normal	Alerts can be opened in Busy mode, causing occasional visual artifacts		2017-04-03 13:59	0
1980	Doomsday Engine	Bug	New	Low	Fatal error when quitting with multiple local client instances (same userdir)		2018-10-27 15:20	0
1979	Doomsday Engine	Feature	New	Normal	Additional sound formats		2015-02-13 23:46	0
1976	Doomsday Engine	Feature	New	Normal	Replace old Save/Load menu with new appfw UI widgets	skyjake	2015-05-17 19:36	0
1972	Doomsday Engine	Bug	New	Normal	[MP] Fast-moving planes not always reach destination on client-side		2018-07-29 16:53	0
1970	Doomsday Engine	Feature	New	Normal	Scriptable map cycle		2015-02-11 17:52	0
1968	Doomsday Engine	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
1967	Doomsday Engine	Bug	New	Normal	[Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled		2018-07-29 16:53	0
1965	Doomsday Engine	Bug	New	High	[Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward		2018-07-29 16:53	0
1963	Doomsday Engine	Bug	New	High	[Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)		2018-07-29 16:53	0
1962	Doomsday Engine	Feature	New	High	Revised network protocol based on libshell	skyjake	2018-07-29 16:53	0
1961	Doomsday Engine	Bug	New	Normal	Client fatal error due to invalid data received from server		2018-07-29 16:53	0

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1958	Doomsday Engine	Bug	New	Normal	Help infine clash with already playing infine		2017-04-03 14:01	0
1957	Doomsday Engine	Bug	New	Low	[Doom] God Mode cheat doesn't respect Values def		2017-04-03 14:03	0
1952	Doomsday Engine	Bug	Progressed	Normal	Eternal Doom MAP26 malformed map hack causing memory release error	daniij	2017-04-03 14:03	0
1949	Doomsday Engine	Feature	New	Normal	Support for Windows Quick Launch bar		2015-01-23 11:23	0
1945	Doomsday Engine	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2018-10-27 15:08	100
1944	Doomsday Engine	Feature	New	Low	Master audio volume slider		2015-01-12 21:17	0
1942	Doomsday Engine	Bug	New	Low	About dialog contents clipping vs -fontsize		2017-04-03 14:03	0
1938	Doomsday Engine	Feature	New	Normal	Polyobjs represented by 3D models		2015-01-11 20:49	0
1929	Doomsday Engine	Bug	Progressed	Normal	Sprite priority handling	daniij	2016-10-15 22:03	0
1928	Doomsday Engine	Bug	New	Normal	GameSession: ThingArchive::serialIdFor: Thing archive exhausted!		2017-04-03 14:04	0
1925	Doomsday Engine	Bug	New	Normal	[Doom] Values def can't change nightmare skill level option		2017-04-03 14:04	0
1923	Doomsday Engine	Bug	New	Normal	PNG textures render as solid black (embedded in WAD)		2016-10-27 12:51	0
1921	Doomsday Engine	Bug	New	Normal	[Doom] No screen wipe from map to post map InFine		2017-04-03 18:32	0
1920	Doomsday Engine	Feature	New	Normal	Tree navigator widget (libappfw)	skyjake	2017-02-08 12:06	0
1917	Doomsday Engine	Feature	New	Normal	Copy Alerts to Clipboard		2014-11-29 00:57	0
1915	Doomsday Engine	Bug	Feedback	Lowest	Click-to-focus also handled as UI click	Deng Team	2017-04-03 14:05	0
1905	Doomsday Engine	Feature	New	Normal	God mode console cheat not to restore health?		2014-11-20 19:37	0
1897	Doomsday Engine	Bug	New	Low	Slightly different sprite clipping in Dday versus vanilla		2017-04-03 18:32	0
1894	Doomsday Engine	Bug	New	Normal	[Heretic] Map that relies on original footclipping		2017-04-03 18:33	0
1893	Doomsday Engine	Bug	New	Low	Automap drawing difference to original games		2017-04-03 18:32	0
1891	Doomsday Engine	Feature	Progressed	Normal	Notification area animations	skyjake	2016-07-06 09:22	10
1886	Doomsday Engine	Feature	In Progress	Urgent	Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input	skyjake	2019-06-28 06:58	90
1885	Doomsday Engine	Bug	New	Normal	[Multiplayer] Incorrect player numbers in scoreboard between maps		2018-07-29 16:53	0
1883	Doomsday Engine	Bug	New	Normal	[Multi] no teleporter sound when spawning/respawning		2018-07-29 16:53	0
1880	Doomsday Engine	Bug	New	High	Key repeat rate is dependent on the user's configuration at OS level		2017-04-03 14:10	0
1877	Doomsday Engine	Feature	New	Normal	[Updater] Use Sparkle for automatic updates (on OS X)	skyjake	2014-10-15 18:00	0
1876	Doomsday Engine	Bug	New	High	[XG] Floor chains appear infunfunctional		2017-04-03 14:10	0
1875	Doomsday Engine	Bug	New	Low	[XG] Colored sector lighting does not affect the transition frame		2017-04-03 14:10	0
1874	Doomsday Engine	Feature	New	Low	Defer creation of savegame folders until needed		2014-10-10 21:26	0
1869	Doomsday Engine	Feature	New	Normal	Support 'shadowed' texture resources in animated textures		2017-04-03 18:40	0
1867	Doomsday Engine	Feature	New	Normal	Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)		2014-10-04 22:44	0
1865	Doomsday Engine	Feature	New	Normal	Align 3D model's head with the target's direction		2014-09-15 08:48	0

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1864	Doomsday Engine	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2014-09-13 12:50	0
1863	Doomsday Engine	Bug	New	Low	[automap] line updating		2017-04-03 14:12	0
1858	Doomsday Engine	Feature	New	Normal	0 tic/time handling		2014-08-22 11:10	0
1851	Doomsday Engine	Feature	New	Normal	[UI] Dynamic release notes		2014-08-09 07:17	0
1844	Doomsday Engine	Feature	New	Normal	Support ZDoom's skill definitions in MAPINFO	danij	2016-03-27 08:06	0
1842	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom's episode and hub definitions in MAPINFO		2016-07-05 23:56	40
1840	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format	danij	2016-07-05 23:57	47
1828	Doomsday Engine	Bug	New	Low	Tutorial doesn't claim mouse after clicking during launch		2017-04-03 14:15	0
1827	Doomsday Engine	Bug	New	Normal	[Doom] Revenant infinite loop case		2017-04-03 14:15	0
1822	Doomsday Engine	Bug	New	High	[XG] Line class "teleport" is fundamentally broken		2017-04-03 14:15	0
1821	Doomsday Engine	Bug	Progressed	High	[Hexen] Monsters do not always awaken (Seven Portals and elsewhere)	skyjake	2018-10-27 15:56	10
1819	Doomsday Engine	Bug	New	Normal	Mobj Particles won't start.		2017-04-03 14:16	0
1817	Doomsday Engine	Bug	Feedback	Normal	Premap infine and preplaying music oversight	vermil	2017-04-03 14:17	0
1816	Doomsday Engine	Bug	New	Normal	First sound played at map start up erroneously doesn't play		2017-04-03 14:17	0
1815	Doomsday Engine	Bug	New	Normal	Screen wipe still smoothed with Vanilla renderer profile (console transition)		2018-11-05 17:31	0
1812	Doomsday Engine	Bug	New	Normal	Weapon sometimes fires only when mouse button is released	skyjake	2017-04-03 14:21	0
1808	Doomsday Engine	Bug	Progressed	High	New sprites in addons do not work	danij	2016-10-15 21:45	0
1806	Doomsday Engine	Feature	New	Low	"Headless" vanilla playsim for old demo compatibility		2017-04-03 18:38	0
1798	Doomsday Engine	Feature	New	Normal	Generate Doomsday Script API documentation		2014-05-04 12:37	0
1794	Doomsday Engine	Feature	Progressed	Normal	Mobile apps and shared client/server code (more modular code structure)	Deng Team	2017-10-30 07:19	40
1793	Doomsday Engine	Feature	New	Normal	Use rich formatting in help strings	skyjake	2018-10-27 15:52	0
1788	Doomsday Engine	Feature	Progressed	Normal	Command line options should take native paths relative to cwd	skyjake	2017-01-08 14:11	30
1783	Doomsday Engine	Bug	New	Normal	Ambient occlusion crosses sectors with different heights		2017-04-03 14:23	0
1779	Doomsday Engine	Feature	New	Normal	[Home] Show project news and dev blog		2014-04-24 07:22	0
1774	Doomsday Engine	Feature	New	Normal	Use "-savedir" option to the configure where saves are stored		2017-04-03 14:27	0
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2016-07-06 00:01	20
1767	Doomsday Engine	Feature	New	High	Network delta profiler		2015-05-16 21:45	0
1765	Doomsday Engine	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2018-07-29 16:46	0
1764	Doomsday Engine	Feature	New	Normal	DMU 2.0: Generate network deltas		2014-04-18 08:23	0
1763	Doomsday Engine	Feature	New	Normal	Autosaving		2014-04-18 08:14	0
1762	Doomsday Engine	Feature	New	Normal	Game hierarchy		2014-04-18 08:12	0
1759	Doomsday Engine	Feature	New	Normal	Plugins 2.0		2014-04-18 07:56	0
1758	Doomsday Engine	Feature	New	Low	Separate left/right modifier keys (Shift, Alt, etc.)		2014-04-18 07:53	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1757	Doomsday Engine	Feature	New	High	Separate server and client sources		2014-04-18 07:50	0
1754	Doomsday Engine	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
1749	Doomsday Engine	Feature	New	High	Built-in effects should come in resource packs		2014-04-16 20:01	0
1744	Doomsday Engine	Bug	New	Normal	[Heretic] Waterfall sounds switch from left to right (centered in vanilla)		2017-04-03 18:33	0
1738	Doomsday Engine	Feature	New	Low	xBR for graphics upscaling		2014-03-19 09:16	0
1735	Doomsday Engine	Bug	New	Low	Doom2 PWAD save games use level name from IWAD		2017-04-03 14:32	0
1734	Doomsday Engine	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
1727	Doomsday Engine	Feature	New	Normal	Apply colored sector lighting by sector via DED		2014-02-10 10:40	0
1726	Doomsday Engine	Feature	New	Normal	Remapping the colours on a texture via material def		2014-02-10 10:41	0
1723	Doomsday Engine	Bug	New	Normal	[Value def's] impossible to remove pistol		2017-04-03 14:34	0
1718	Doomsday Engine	Bug	New	Low	Inventory item display/selection issues		2017-04-03 14:35	0
1711	Doomsday Engine	Feature	New	Normal	Automatically switching external music		2014-01-12 11:29	0
1709	Doomsday Engine	Bug	New	Low	Infine events interfere with taskbar		2017-04-03 14:38	0
1701	Doomsday Engine	Bug	New	Normal	[Doom] Map08/ExM8 sound emulation		2017-04-03 18:33	0
1699	Doomsday Engine	Feature	New	High	Particle renderer 2.0		2017-04-03 18:55	0
1698	Doomsday Engine	Feature	New	Normal	Editor for particle generators		2014-01-03 12:44	0
1694	Doomsday Engine	Feature	New	Low	[Doom] Invulnerability animation: full bright sync, apply tic rate		2017-04-03 18:56	0
1688	Doomsday Engine	Feature	New	High	Command line options documented with Amethyst		2017-04-08 10:08	0
1687	Doomsday Engine	Feature	Progressed	Normal	In-game error dialogs (e.g., corrupt savegame)	Deng Team	2016-07-05 23:56	50
1686	Doomsday Engine	Feature	New	Normal	Derived resource packs		2015-11-25 22:26	0
1678	Doomsday Engine	Feature	New	Normal	Optimize stereoscopic pixel formats		2013-12-23 12:32	0
1677	Doomsday Engine	Feature	New	Low	Square particle shape (option)		2013-12-17 13:57	0
1669	Doomsday Engine	Feature	New	Low	Invisibility affects player automap arrow (option)		2013-11-26 11:49	0
1668	Doomsday Engine	Feature	New	Normal	Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range		2017-04-03 18:41	0
1666	Doomsday Engine	Feature	Progressed	Normal	[Dehacked] Support for sprite renaming	dani	2016-10-15 21:44	10
1663	Doomsday Engine	Feature	New	Normal	Replace game-side color filter / special effect with LensFx		2017-04-03 18:59	0
1661	Doomsday Engine	Bug	New	Normal	[Deathkings] Bad behavior of object in lift (mobj hitbox overlap)		2017-04-03 14:39	0
1660	Doomsday Engine	Bug	New	Normal	Player start near wall leads to misplaced player		2017-04-03 14:40	0
1658	Doomsday Engine	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2018-07-29 16:46	0
1649	Doomsday Engine	Feature	New	Normal	Option to disable HUD/menu font upscaling		2014-04-22 07:38	0
1648	Doomsday Engine	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2017-04-03 18:37	0
1647	Doomsday Engine	Feature	Progressed	High	Replace FS1 with FS2-based resource management	skyjake	2016-07-22 09:11	30



#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1646	Doomsday Engine	Feature	New	Normal	Stereo 3D enhancements		2013-12-23 12:27	0
1644	Doomsday Engine	Bug	New	Lowest	[HeXen beta demo] Should have Heretic crush behaviour		2017-04-03 18:34	0
1640	Doomsday Engine	Feature	Progressed	Normal	Support for id Tech 1 audio/graphic resource hacks	danij	2017-04-03 18:39	0
1635	Doomsday Engine	Feature	Resolved	Normal	HDR rendering	skyjake	2018-10-27 15:06	100
1633	Doomsday Engine	Feature	New	High	Console commands and Doomsday Script	skyjake	2013-10-22 15:34	0
1632	Doomsday Engine	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2015-03-05 09:36	0
1631	Doomsday Engine	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2015-05-08 05:53	0
1628	Doomsday Engine	Feature	New	Normal	Surface meshes		2017-04-03 18:58	0
1626	Doomsday Engine	Feature	New	Normal	Area-based fog		2017-04-03 19:35	0
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
1624	Doomsday Engine	Feature	Progressed	Normal	Render particles to textures		2016-07-05 23:55	10
1623	Doomsday Engine	Feature	Progressed	Urgent	Shaders	skyjake	2018-10-27 15:14	60
1622	Doomsday Engine	Feature	New	Urgent	Vanilla depth shading		2016-03-27 08:40	0
1621	Doomsday Engine	Feature	New	High	Evaluation of runtime conditions		2013-10-21 16:58	0
1620	Doomsday Engine	Feature	Progressed	High	XG 2.0	Deng Team	2016-07-06 09:23	20
1619	Doomsday Engine	Feature	New	Low	Adaptive LOD for models		2013-10-24 08:42	0
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2013-10-22 08:22	0
1617	Doomsday Engine	Feature	New	High	Scoped definitions and variables	Deng Team	2016-12-01 20:17	0
1616	Doomsday Engine	Feature	New	Normal	Selector for sprites		2013-10-21 07:23	0
1615	Doomsday Engine	Feature	Progressed	Normal	Sloped planes	skyjake	2018-10-27 15:10	20
1614	Doomsday Engine	Feature	New	High	Improved demo recording and playback		2014-04-18 08:30	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1607	Doomsday Engine	Feature	New	Normal	Reset settings to defaults		2013-10-19 18:44	0
1606	Doomsday Engine	Bug	Progressed	Normal	M_THERMM and HUD message font replacement		2017-04-03 14:40	0
1604	Doomsday Engine	Feature	New	High	Game rules (1p and MP)	danij	2015-05-03 17:06	0
1603	Doomsday Engine	Feature	New	Urgent	Support for id Tech 1 map hacks	danij	2017-04-03 18:41	0
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2013-10-18 13:56	0
1601	Doomsday Engine	Feature	In Progress	Urgent	Package management	skyjake	2018-10-27 14:35	80
1598	Doomsday Engine	Bug	New	Low	Strange vertical view bobbing when running into walls		2017-04-03 14:40	0
1597	Doomsday Engine	Bug	New	Low	[HUD] Psprite positioning too low		2017-04-03 15:04	0
1594	Doomsday Engine	Feature	New	Lowest	[Audio] Default number of sound channels should be "max"		2017-01-08 14:14	0
1593	Doomsday Engine	Bug	New	Low	[Doom] Excess state in rocket explosion		2017-04-03 14:40	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1592	Doomsday Engine	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
1591	Doomsday Engine	Bug	Progressed	Normal	[BSP] Fully overlapped map geometry is not always split	danij	2017-04-03 14:40	50
1587	Doomsday Engine	Feature	New	Normal	3D weapon behaviour		2017-04-03 15:02	0
1585	Doomsday Engine	Feature	Progressed	Normal	[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)	danij	2017-04-03 18:41	0
1584	Doomsday Engine	Feature	New	Low	[Deathkings] Option for monster respawn rate		2016-08-09 11:05	0
1583	Doomsday Engine	Feature	New	Low	[InFine] Disable texture compression for ximages		2013-10-21 17:23	0
1582	Doomsday Engine	Feature	New	Normal	Player actions while game is paused		2017-04-03 18:39	0
1581	Doomsday Engine	Feature	New	Low	Melee attacks affected by looking up/down		2013-10-22 12:24	0
1580	Doomsday Engine	Feature	New	High	Fix the Doom 64: Absolution TC plugin		2016-08-09 11:04	30
1579	Doomsday Engine	Feature	New	Low	Dehacked 2.0 support		2013-10-22 12:56	0
1576	Doomsday Engine	Feature	New	Normal	[MP] Option to retain weapons+ammo after death in co-op		2013-10-18 15:38	0
1573	Doomsday Engine	Feature	New	Normal	Setting for number of samples used for antialiasing		2016-08-09 11:07	0
1572	Doomsday Engine	Feature	New	Low	Frameless window option (-noframe)		2013-10-18 20:39	0
1571	Doomsday Engine	Feature	New	Normal	On screen notification for always run		2013-10-22 12:46	0
1570	Doomsday Engine	Feature	New	Normal	[Heretic] Use IWAD original episode end graphics (E2PAL)		2013-10-22 12:45	0
1569	Doomsday Engine	Feature	New	Normal	[Hexen] Demo version cheat codes and "Beta" message		2013-10-22 12:45	0
1568	Doomsday Engine	Feature	New	Normal	[Automap] Option for hiding non-blocking lines		2013-10-18 21:04	0
1567	Doomsday Engine	Feature	New	Low	[Automap] Quick hide/show markers		2013-10-18 21:06	0
1566	Doomsday Engine	Feature	New	Normal	[Automap] Reset line colors		2013-10-18 21:08	0
1565	Doomsday Engine	Feature	New	High	[MP] Option to remove MP flagged weapons in co-op		2018-07-29 16:53	0
1564	Doomsday Engine	Feature	New	Normal	Runtime option for enabling/disabling texture compression		2013-10-22 12:35	0
1563	Doomsday Engine	Feature	New	Normal	Weapon text defs affect the Controls menu		2013-10-22 12:34	0
1561	Doomsday Engine	Feature	New	Lowest	Send MIDI data to external GM synth		2013-10-18 21:16	0
1560	Doomsday Engine	Feature	New	Low	[Heretic]Hexen] Original freelook range option		2013-10-22 12:32	0
1559	Doomsday Engine	Feature	New	Normal	State and sprite without a mobj (SMT2A0/STLAG)		2013-10-22 12:31	0
1558	Doomsday Engine	Feature	New	Low	[Hexen] Smooth Reivers Z movement		2013-10-22 12:26	0
1556	Doomsday Engine	Feature	New	Normal	[InFine] Randomized placement/selection		2013-10-22 12:23	0
1555	Doomsday Engine	Feature	New	Normal	Add dynamic lights without having to alter the mob def		2013-10-22 12:22	0
1554	Doomsday Engine	Feature	New	Normal	[Hexen] Remove fixed MAX_TID_COUNT limit		2013-10-22 12:20	0
1553	Doomsday Engine	Feature	New	Low	Align crosshair with actual line of fire		2013-10-22 12:14	0
1552	Doomsday Engine	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2018-10-27 15:53	0
1551	Doomsday Engine	Feature	New	Normal	Print unknown line/sector types to the console		2013-10-22 12:12	0
1550	Doomsday Engine	Feature	New	Normal	Command to 'kill all'		2013-10-22 12:12	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1549	Doomsday Engine	Feature	New	Low	Material property that allows disabling ambient occlusion		2013-10-22 12:11	0
1548	Doomsday Engine	Feature	Progressed	Normal	Multi-monitor support		2016-07-05 23:56	30
1547	Doomsday Engine	Feature	New	Normal	Command for manipulating numeric controls		2013-10-22 12:06	0
1546	Doomsday Engine	Feature	New	Low	Option for particle generator to hide sprite		2013-10-22 23:37	0
1544	Doomsday Engine	Feature	New	Normal	Support for ZDoom's Decorate function		2013-10-22 11:35	0
1542	Doomsday Engine	Feature	New	High	Use hit origin for Damage generator		2013-10-22 11:34	0
1541	Doomsday Engine	Feature	Progressed	High	Joystick axis settings (sensitivity, max speed)	danij	2016-07-06 00:01	50
1540	Doomsday Engine	Feature	New	Normal	Smaller near clip distance		2013-10-22 23:04	0
1539	Doomsday Engine	Feature	New	Normal	Model selector for armor, powerups		2013-10-22 11:23	0
1537	Doomsday Engine	Feature	New	Normal	[XG] Activation event option when changing line types		2017-04-03 18:48	0
1535	Doomsday Engine	Feature	New	Normal	Option for fullbright textures affected by colored sectors		2013-10-22 11:16	0
1534	Doomsday Engine	Feature	New	Lowest	Alternative for decoration light pattern skip		2013-10-18 21:13	0
1533	Doomsday Engine	Feature	New	Normal	Decoration light color from sector		2013-10-22 11:15	0
1532	Doomsday Engine	Feature	New	Low	[Doom Heretic] Secret found message text		2013-10-22 11:13	0
1531	Doomsday Engine	Feature	New	Normal	"take" cmd to take away pickup powers		2013-10-22 11:12	0
1530	Doomsday Engine	Feature	New	Normal	[XG] ltf_count requirement		2017-04-03 18:48	0
1529	Doomsday Engine	Feature	New	Normal	Sound affected by the world		2013-10-22 11:06	0
1526	Doomsday Engine	Feature	New	Normal	[XG] Randomizing activation/deactivation wait timer		2017-04-03 18:48	0
1524	Doomsday Engine	Feature	New	High	[XG] Ability to do anything with ammo, weapons and artefacts		2017-04-03 18:48	0
1523	Doomsday Engine	Feature	New	Normal	[InFine] Skill level checks		2013-10-22 10:58	0
1522	Doomsday Engine	Feature	New	Low	Sprite scaling		2013-10-22 10:57	0
1520	Doomsday Engine	Feature	New	Normal	Realistic switch sound origin (compatibility option)		2013-10-22 10:55	0
1519	Doomsday Engine	Feature	New	Normal	Custom pixel aspect ratio for a material		2013-10-22 10:54	0
1517	Doomsday Engine	Feature	Progressed	Normal	Autoselect missing interfaces from other audio plugins		2016-07-05 23:55	50
1516	Doomsday Engine	Feature	New	Normal	[Heretic Hexen] Add Doom-like option for fast monsters		2018-10-27 15:56	0
1514	Doomsday Engine	Feature	New	Normal	GZdoom-like HUD		2013-10-22 10:50	0
1513	Doomsday Engine	Feature	New	Low	Examples with escaped quotes in context help for ccmd alias		2014-05-01 11:19	0
1512	Doomsday Engine	Feature	New	Normal	List all impulses in context help for ccmd impulse		2014-05-01 11:19	0
1511	Doomsday Engine	Feature	New	Low	List all cheats in context help for ccmd cheat		2014-05-01 11:18	0
1507	Doomsday Engine	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2017-04-03 18:48	0
1505	Doomsday Engine	Feature	New	Low	[Heretic] Boss drop off compat option suggestion		2013-10-22 10:42	0
1502	Doomsday Engine	Feature	New	High	Load any supported image format from WAD lump		2016-03-27 08:06	0
1501	Doomsday Engine	Feature	Feedback	Normal	Non-64-pixel flats	danij	2013-10-23 12:58	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1500	Doomsday Engine	Feature	New	Normal	Support for ZDoom ZIP-as-WAD feature		2018-11-05 10:16	0
1499	Doomsday Engine	Feature	New	Normal	Flag to disable mobj respawn on specific types		2017-04-03 18:48	0
1498	Doomsday Engine	Feature	New	Low	[Hexen] Option for ringing the bell from below		2013-10-22 10:32	0
1497	Doomsday Engine	Feature	New	Low	Queueing multiple digital songs for one song lump		2013-10-22 10:30	0
1494	Doomsday Engine	Feature	New	Normal	InFine script for "MapTitle" display		2013-10-22 10:12	0
1493	Doomsday Engine	Feature	New	Normal	Opposites for mobj_gone and activator_type requirements		2017-04-03 18:48	0
1491	Doomsday Engine	Feature	New	Normal	Variable damage for the pmf_crush plane move flag		2017-04-03 18:48	0
1489	Doomsday Engine	Feature	New	Normal	Separate decor definitions for different plane types		2013-10-22 10:05	0
1488	Doomsday Engine	Feature	New	Normal	Extended Hexen fullscreen HUD		2013-10-22 10:02	0
1486	Doomsday Engine	Feature	Progressed	Normal	UI language translation/localization		2016-07-05 23:54	10
1484	Doomsday Engine	Feature	New	Normal	[MP] Bindings for group chat		2013-10-18 20:57	0
1483	Doomsday Engine	Feature	New	Normal	Shine maps and mask (greyscale or palleted)		2013-10-22 09:49	0
1482	Doomsday Engine	Feature	New	Low	Indication of scrolling menus		2013-10-18 21:19	0
1481	Doomsday Engine	Feature	New	Normal	Command to change to last weapon used		2013-10-22 09:48	0
1480	Doomsday Engine	Feature	New	Normal	Include screenshot in savegames		2016-08-09 11:10	0
1476	Doomsday Engine	Feature	New	Normal	Support for the features of the Playpal and Colormap lumps		2017-04-03 18:42	0
1475	Doomsday Engine	Feature	New	Normal	Spawnmobj "deaf" things		2013-10-22 09:38	0
1474	Doomsday Engine	Feature	New	Low	Customization options for object shadows		2013-10-22 09:36	0
1471	Doomsday Engine	Feature	New	Normal	Standard definitions should conform to vanilla	danij	2017-04-03 18:42	0
1469	Doomsday Engine	Feature	New	Lowest	Changing the blood sprite's color		2013-10-22 22:35	0
1468	Doomsday Engine	Feature	Progressed	Normal	Sky layers seperate vertical offset	danij	2016-07-05 23:55	0
1467	Doomsday Engine	Feature	New	High	[XG] Incorporate vanilla line/sector types		2017-04-03 18:48	0
1465	Doomsday Engine	Feature	New	Normal	[XG] "Player needs object X" message		2017-04-03 18:48	0
1461	Doomsday Engine	Feature	New	Normal	Separate chain/event derived/driven behaviour for XG		2017-04-03 18:48	0
1460	Doomsday Engine	Feature	New	Normal	Remember the playing music in save game		2017-04-03 18:49	0
1459	Doomsday Engine	Feature	New	Normal	Replacement of MT_POD unique behavior with flag		2013-10-22 09:59	0
1458	Doomsday Engine	Feature	New	Low	Handling obsolete IWADs		2013-10-22 09:10	0
1457	Doomsday Engine	Feature	New	Normal	[MP] Option to choose items/weapons/ammo on spawn		2013-10-18 15:42	0
1455	Doomsday Engine	Feature	New	Low	Persistent player achievement stats		2013-10-22 09:07	0
1452	Doomsday Engine	Feature	New	Normal	[Hexen] Monster respawn rate		2013-10-22 09:05	0
1451	Doomsday Engine	Feature	New	Normal	[InFine] stopsound		2013-10-22 09:03	0
1449	Doomsday Engine	Feature	Progressed	Urgent	Setup bindings/controls via taskbar UI	Deng Team	2016-07-05 23:54	10
1447	Doomsday Engine	Feature	New	Normal	Co-op player actions (giving, healing)		2013-10-22 22:23	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1443	Doomsday Engine	Feature	New	Low	Fog options should be available in UI		2013-10-22 08:52	0
1442	Doomsday Engine	Feature	New	Lowest	PC Speaker Sounds/Emulation		2013-10-18 14:21	0
1441	Doomsday Engine	Feature	New	Low	[MP] Option: weaponstay deathmatch		2015-05-16 21:48	0
1440	Doomsday Engine	Feature	New	Normal	Vanilla Doom collision-checking mode		2017-04-03 18:39	0
1439	Doomsday Engine	Feature	New	Normal	XG: Spawn objects at player location		2017-04-03 18:48	0
1433	Doomsday Engine	Feature	New	Normal	Hexen style Hub system in Doom and Heretic		2013-10-22 08:28	0
1430	Doomsday Engine	Feature	New	High	Particle generator for walls		2013-10-22 08:21	0
1429	Doomsday Engine	Feature	Progressed	Normal	Support for Freedoom		2018-05-14 10:37	40
1416	Doomsday Engine	Feature	New	Urgent	[Doom] Invisible "fuzz" effect		2017-04-03 18:43	0
1415	Doomsday Engine	Feature	New	Low	[Master Server] Allow specifying server IP manually		2015-05-16 22:07	0
1414	Doomsday Engine	Feature	New	Normal	Generate particles when touching a plane		2013-10-22 22:05	0
1412	Doomsday Engine	Feature	New	High	Camera effect: screen shaking		2013-10-23 07:31	0
1410	Doomsday Engine	Feature	New	Normal	[Automap] Unified stats display		2015-04-22 04:48	0
1407	Doomsday Engine	Feature	Progressed	Normal	Customizable console keys		2016-07-05 23:54	20
1406	Doomsday Engine	Feature	New	Normal	Record particles and other effects in demos		2013-10-23 07:24	0
1405	Doomsday Engine	Feature	New	Lowest	Crouch		2013-10-22 07:22	0
1404	Doomsday Engine	Feature	New	Normal	Stopping time, while allowing camera movement		2013-10-18 13:18	0
1401	Doomsday Engine	Feature	New	Normal	[MP] Options for retaining or acquiring items/keys/weapons at (re)spawn; allow cheats with more granularity		2018-07-29 16:46	0
1399	Doomsday Engine	Feature	New	Normal	XG plane movers vs. normal doors		2017-04-03 18:48	0
1394	Doomsday Engine	Feature	New	High	Consistent map scoping in definitions		2018-11-23 14:30	0
1389	Doomsday Engine	Feature	New	Normal	[InFine] Check if resource originates from an IWAD		2013-10-21 20:54	0
1388	Doomsday Engine	Feature	New	High	3D floors (Z-overlapped sectors)		2017-04-03 18:57	0
1386	Doomsday Engine	Feature	New	Normal	Stopping monster infighting		2013-10-21 20:46	0
1385	Doomsday Engine	Feature	New	Low	Option to not pick up health/armor bonuses if already 200%		2013-10-21 20:45	0
1379	Doomsday Engine	Feature	New	Normal	XG refs: evaluate params at runtime		2017-04-03 18:48	0
1376	Doomsday Engine	Feature	New	Normal	Externally spawned mobs		2013-10-21 20:31	0
1374	Doomsday Engine	Feature	New	Normal	XG refs: logical NOT		2017-04-03 18:48	0
1373	Doomsday Engine	Feature	New	Normal	Improved ambient sounds		2013-10-21 17:24	0
1370	Doomsday Engine	Feature	New	Normal	Halos with fading trails (to go with the slowed occlusion)	skyjake	2015-03-21 22:42	0
1368	Doomsday Engine	Feature	New	Low	More Alt Start positions in Generators		2013-10-21 17:19	0
1364	Doomsday Engine	Feature	New	Low	More options for pt_line type particles		2013-10-21 17:19	0
1362	Doomsday Engine	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2015-04-22 04:23	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1361	Doomsday Engine	Feature	Progressed	Normal	Rotation of objects away from walls during map load		2016-07-05 23:54	20
1357	Doomsday Engine	Feature	New	Normal	[InFine] More blending modes (add/mul/inv etc)		2013-10-22 08:16	0
1350	Doomsday Engine	Feature	New	Normal	Stair Builder: spread build on tagged sector range		2017-04-03 18:48	0
1346	Doomsday Engine	Feature	New	Normal	High-res textures built from patches		2013-10-21 17:08	0
1343	Doomsday Engine	Feature	New	Low	Chaingunner/chaingun sounds		2013-10-21 17:07	0
1341	Doomsday Engine	Feature	Progressed	Normal	Soft edges for sector lighting		2016-07-05 23:54	50
1336	Doomsday Engine	Feature	New	Normal	Random textured particle direction		2013-10-21 16:59	0
1335	Doomsday Engine	Feature	New	Normal	Random particle types		2013-10-21 16:50	0
1331	Doomsday Engine	Feature	New	High	[InFine] Evaluate cvars with IF condition		2013-10-21 16:47	0
1327	Doomsday Engine	Feature	New	High	Render extra plane in XG sector		2017-04-03 18:48	0
1325	Doomsday Engine	Feature	Progressed	High	Boom line types and sectors	danij	2016-07-06 00:02	20
1324	Doomsday Engine	Feature	New	Normal	XG music lines		2017-04-03 18:48	0
1323	Doomsday Engine	Feature	New	Normal	Set skin on particle model from within particle generator		2016-08-09 10:56	0
1321	Doomsday Engine	Feature	New	Normal	Scoring points in 1p and MP		2013-10-18 15:52	0
1319	Doomsday Engine	Feature	New	Normal	Different models for LOD		2012-08-27 15:38	0
1316	Doomsday Engine	Feature	New	Normal	HHE support		2013-10-21 16:29	0
1314	Doomsday Engine	Feature	New	Normal	Particle spawn rate affected by mobj visibility		2013-10-21 16:28	0
1312	Doomsday Engine	Feature	New	Lowest	Stereo sound effects		2013-10-21 16:20	0
1308	Doomsday Engine	Feature	Progressed	High	Splitscreen multiplayer		2016-07-05 23:54	40
1305	Doomsday Engine	Feature	New	Lowest	Particle generator flag: instantly kill generator		2013-10-22 07:19	0
1301	Doomsday Engine	Feature	Progressed	High	Redesigned DED Reader	skyjake	2016-07-22 09:12	60
1300	Doomsday Engine	Feature	New	Normal	Differentiating variants of monster attacks		2013-10-21 08:45	0
1296	Doomsday Engine	Feature	New	Normal	Light Stages		2013-10-21 16:10	0
1294	Doomsday Engine	Feature	New	Low	Toggle command for non-boolean cvars		2013-10-21 08:42	0
1290	Doomsday Engine	Feature	New	Normal	Session-only cvars		2013-10-22 09:30	0
1289	Doomsday Engine	Feature	New	High	Flat-triggered generators created/destroyed on material change		2013-10-21 16:09	0
1287	Doomsday Engine	Feature	New	Normal	Particle generator flag: transform center offset along with the object		2016-08-09 10:54	0
1285	Doomsday Engine	Feature	New	Low	Spawn particle generator from generator stage		2013-10-22 08:23	0
1276	Doomsday Engine	Feature	New	Normal	Attach dynamic lights on models		2016-08-09 10:50	0
1275	Doomsday Engine	Feature	New	Normal	Lightmap decorations on surfaces (emission mapping)		2013-10-21 07:56	0
1266	Doomsday Engine	Feature	New	High	Sound decorations		2013-10-21 07:49	0
1265	Doomsday Engine	Feature	New	Low	Map-specific definitions in a WAD lump		2013-10-21 12:42	0
1264	Doomsday Engine	Feature	New	Normal	Conditional decorations		2013-10-21 07:28	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1252	Doomsday Engine	Feature	Progressed	High	Integrate Hexen features into libcommon		2016-08-09 10:48	40
1250	Doomsday Engine	Feature	New	Lowest	Improved flying suggestions for Hexen/Heretic		2013-10-28 18:05	0
1242	Doomsday Engine	Feature	New	High	Player weapon particle muzzle flashes		2013-10-20 21:30	0
1233	Doomsday Engine	Feature	New	High	Surface decorations using 3D models		2015-12-22 13:15	0
1232	Doomsday Engine	Feature	New	Low	Customiseable barrel explosion damage		2016-08-09 10:43	0
1231	Doomsday Engine	Feature	New	Normal	Ragdoll physics		2013-10-20 21:23	0
1221	Doomsday Engine	Feature	New	Low	Movies playing on world surfaces (monitors, etc.)		2016-08-09 10:45	0
1220	Doomsday Engine	Feature	New	Normal	Cutscenes		2013-10-20 21:16	0
1219	Doomsday Engine	Feature	New	Normal	Configurable missile spawn points		2013-10-20 21:12	0
1217	Doomsday Engine	Feature	New	Normal	Controls for all supported games adjusted at the same time		2016-08-09 10:47	0
1213	Doomsday Engine	Feature	New	Normal	[MP] Respawn items in co-op and deathmatch		2018-07-29 16:46	0
1203	Doomsday Engine	Feature	New	High	Additional save slots — revised save management		2016-08-09 10:46	0
1202	Doomsday Engine	Feature	New	Normal	[MP] Options for Heretic co-op		2018-07-29 16:46	0
1201	Doomsday Engine	Feature	New	High	Dynamic shadows		2013-10-20 20:44	0
1198	Doomsday Engine	Feature	New	Lowest	Support for Rise of the Triad		2013-10-20 20:39	0
1197	Doomsday Engine	Feature	Progressed	Normal	Scriptable UI	skyjake	2016-07-05 23:55	10
1194	Doomsday Engine	Feature	New	High	Viewing other players' cameras ("spy" command)		2015-05-16 21:48	0
1192	Doomsday Engine	Feature	New	Low	3D models for menu/HUD graphics		2013-10-19 19:01	0
1190	Doomsday Engine	Feature	New	High	Mobj AI moved to external scripts		2013-10-20 20:44	0
1183	Doomsday Engine	Feature	New	Normal	Default values printed with "help"		2014-05-01 11:18	0
1181	Doomsday Engine	Feature	New	Normal	Ambient sounds (in XG sectors)		2017-04-03 18:48	0
1179	Doomsday Engine	Feature	New	Normal	Flying creatures - Pitch adjusted if moving in z dimension		2013-10-21 07:26	0
1171	Doomsday Engine	Feature	New	High	Center HUD weapon position when firing		2016-08-09 10:41	0
1168	Doomsday Engine	Feature	New	Normal	Real decals: bulletholes, blastmarks, etc.		2017-04-03 19:35	0
1161	Doomsday Engine	Feature	New	Low	Stealth mode cheat		2013-10-21 07:25	0
1153	Doomsday Engine	Feature	New	High	Customizable intermissions		2013-10-19 12:36	0
1152	Doomsday Engine	Feature	New	Lowest	Support for Wolfenstein Spear of Destiny		2016-08-09 10:32	0
1151	Doomsday Engine	Feature	New	Normal	Strife support		2013-10-19 12:30	0
1143	Doomsday Engine	Feature	New	Normal	Bots		2015-05-16 21:43	0
1141	Doomsday Engine	Feature	New	Normal	Third-person view		2012-08-27 15:37	0
1139	Doomsday Engine	Feature	New	Normal	More variations within repeated texture patterns with alternative textures		2016-08-09 10:39	0
1136	Doomsday Engine	Bug	New	Normal	Mouse look laggy		2018-07-29 16:47	0
1130	Doomsday Engine	Bug	New	Low	Mana bars on the statusbar ignore opacity		2017-04-03 14:41	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1129	Doomsday Engine	Bug	New	Normal	Various mobj Z movement clipping bugs		2017-04-03 14:40	0
1126	Doomsday Engine	Bug	New	Normal	MD2 model render pop		2017-04-03 14:41	0
1125	Doomsday Engine	Bug	New	Low	Handling missing OpenGL support during launch		2017-04-03 14:41	0
1104	Doomsday Engine	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
1096	Doomsday Engine	Bug	New	Normal	[Doom] Red shadows in status bar font		2017-04-03 14:43	0
1092	Doomsday Engine	Bug	New	Low	[Chex/HacX] Weapon names in Controls menu		2017-04-03 14:44	0
1091	Doomsday Engine	Bug	New	Low	No sound effect played when pressing F7 or F8		2017-04-03 14:44	0
1089	Doomsday Engine	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
1088	Doomsday Engine	Bug	New	Low	[Hexen] Hud doesn't switch to INRED graphics when low on health		2017-04-03 14:43	0
1083	Doomsday Engine	Bug	New	Normal	In-game window contents resizing glitches		2017-04-03 14:43	0
1081	Doomsday Engine	Bug	New	Low	[Doom] Chainsaw sounds do not match original game		2017-04-03 15:05	0
1078	Doomsday Engine	Bug	New	High	Patch texture composition logic errors	dani	2017-04-03 18:32	0
1076	Doomsday Engine	Bug	New	Normal	[Doom] 3d movement option broken		2017-04-03 15:05	0
1069	Doomsday Engine	Bug	New	Normal	Default background colour for holes in splash screens		2017-04-03 14:43	0
1067	Doomsday Engine	Bug	New	Low	White player arrow missing on automap		2017-04-03 14:43	0
1064	Doomsday Engine	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
1063	Doomsday Engine	Bug	New	Normal	Flash state models offset incorrectly in 16:10		2017-04-03 14:44	0
1059	Doomsday Engine	Bug	New	Normal	[Heretic] Health counter jumps up and down		2017-04-03 14:44	0

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