Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2472	Doomsday Engine	Bug	New	Normal	Build errors with LTO (Gentoo)	Deng Team	2024-04-06 09:40	0
2471	Doomsday Engine	Bug	New	Normal	Custom fog values are reset to default values when the "reset" command is used	Deng Team	2023-12-10 06:44	0
2470	Doomsday Engine	Bug	New	Urgent	File WAD cannot be played back.	Deng Team	2022-09-28 19:55	0
2468	Doomsday Engine	Bug	New	Normal	build with openGL ES (-DDENG_OPENGL_API=GLES3) is broken	Deng Team	2022-02-02 10:14	0
2455	Doomsday Engine	Bug	Resolved	Normal	rpm package requires libfluidsynth.so.1 but Fedora 33 provides libfluidsynth.so.2 only	Deng Team	2021-11-20 00:26	100
2467	Doomsday Engine	Bug	New	Normal	Mods in Multiplayer	Deng Team	2021-10-23 18:51	0
2466	Doomsday Engine	Bug	New	Normal	Counters	Deng Team	2021-10-23 18:38	0
2464	Doomsday Engine	Bug	New	Normal	Player's weapon problem in multiplayer	Deng Team	2021-10-23 15:11	0
2376	Doomsday Engine	Bug	In Progress	Low	Map geometry is garbled using GCC 5 on Fedora	skyjake	2021-10-10 22:20	0
2463	Doomsday Engine	Bug	New	Normal	Game controllers	skyjake	2021-09-02 23:15	0
2462	Doomsday Engine	Bug	New	Normal	Cannot Load any Cranium or Dr Sleep Master Levels	Deng Team	2021-08-07 06:15	0
2445	Doomsday Engine	Bug	New	Normal	Doomsday Crashes When Loading Master Levels for Doom II	Deng Team	2021-08-07 06:00	0
2431	Doomsday Engine	Bug	Resolved	Normal	Doomsday needs libfluidsynth1 but ubuntu 20.04 provides libfluidsynth2 only	skyjake	2021-07-31 09:51	100
2458	Doomsday Engine	Bug	New	Normal	2.3.1 stable: changing audio backend while game is running hangs doomsday	skyjake	2021-04-29 11:32	0
2457	Doomsday Engine	Bug	New	Normal	Can't change sound settings in Manjaro linux	Deng Team	2021-04-27 16:26	0
2456	Doomsday Engine	Bug	New	Normal	Stable 2.3.1 linux: audio output is not saved	skyjake	2021-04-14 19:27	0
2454	Doomsday Engine	Bug	New	Normal	Map geometry is garbled in 2.3.X on Fedora 33	Deng Team	2021-03-23 10:45	0
2450	Doomsday Engine	Bug	New	Normal	weapon stretched	Deng Team	2021-02-22 04:19	0
2452	Doomsday Engine	Bug	New	Normal	Clip code error	Deng Team	2021-02-19 18:33	0
2451	Doomsday Engine	Bug	New	Normal	ringing sound	skyjake	2021-02-18 07:25	0
2448	Doomsday Engine	Bug	New	Urgent	crashes when configuring mods an wads folder an video an audio settings.	Deng Team	2021-02-16 07:57	0
2436	Doomsday Engine	Bug	In Progress	Normal	Incompatibility with the new M1	skyjake	2021-02-03 13:32	100
2447	Doomsday Engine	Bug	Resolved	Normal	[Hexen] Sky texture is not tall enough	skyjake	2021-02-01 09:27	100
2446	Doomsday Engine	Bug	Resolved	High	[Heretic] Sky texture is stretched and only partially visible	skyjake	2021-01-31 19:12	100
2440	Doomsday Engine	Bug	New	Normal	[2.3] Render Hack Regressions	skyjake	2021-01-24 10:20	0
2444	Doomsday Engine	Bug	New	Normal	doom2-nerve: misaligned textures on map05	skyjake	2021-01-14 11:30	0
2443	Doomsday Engine	Bug	New	Normal	[3.0] External textures load process ignores game id subfolders	skyjake	2021-01-14 07:59	0
2442	Doomsday Engine	Bug	Resolved	Low	Plane texture misalignment with non-64x64 size	skyjake	2021-01-13 22:06	100
2438	Doomsday Engine	Bug	New	Normal	Support for non vanilla length hubs	Deng Team	2020-12-10 19:12	0
2328	Doomsday Engine	Bug	New	Low	Not all official releases of IWADs are recognized (e.g., older than v1.9)	skyjake	2020-12-08 08:26	0

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2435	Doomsday Engine	Bug	New	Normal	Plutonia: invisible bridges: wrong floor texture placement	skyjake	2020-12-08 08:26	0
2363	Doomsday Engine	Bug	New	Normal	Light Amplification powerup doesn't affect psprite 3D models	skyjake	2020-12-08 08:26	0
2367	Doomsday Engine	Bug	New	Low	[Unix] If directory "/usr/share/doomsday/data" exists, core packages not found	skyjake	2020-12-08 08:26	0
2382	Doomsday Engine	Bug	New	High	Recognizing IWAD/PWAD files with more accuracy (using CRC-32)	skyjake	2020-12-08 08:26	0
2386	Doomsday Engine	Bug	New	Normal	[Render hack] Alien Vendetta map09: Arched upper textures (facing an unclosed sector)	skyjake	2020-12-08 08:26	0
2399	Doomsday Engine	Bug	New	Normal	[Render hack] TNT map21: Transparent doors	skyjake	2020-12-08 08:26	0
2428	Doomsday Engine	Bug	New	Normal	Hexen: inconsistent saves	Deng Team	2020-12-07 15:34	0
2429	Doomsday Engine	Bug	New	Normal	Hexen: item is used after load game	Deng Team	2020-12-07 15:34	0
2432	Doomsday Engine	Bug	New	Normal	Hexen: Heresiarch is very fast on Chantry (HEXDD)	skyjake	2020-12-07 15:34	0
2437	Doomsday Engine	Bug	New	Normal	Application terminated due to exception: std::bad_alloc	Deng Team	2020-12-06 17:29	0
778	Doomsday Engine	Bug	Progressed	Urgent	Gamepad usability issues		2020-05-10 11:09	0
2422	Doomsday Engine	Bug	New	Normal	Sprite clipping as in Software mode (it already done before in Strife Veteran Edition)	Deng Team	2020-04-24 11:09	0
2421	Doomsday Engine	Bug	New	Lowest	Multiplayer "zombie player" voodoo spawnspot	Deng Team	2020-04-19 15:46	0
2262	Doomsday Engine	Bug	New	Normal	[Hexen] Quest switches in Griffin Chapel aren't working	skyjake	2020-04-03 00:22	0
2370	Doomsday Engine	Bug	In Progress	Normal	[2.3 Unstable] Render Hack Regressions	skyjake	2020-02-23 15:13	90
2414	Doomsday Engine	Bug	New	Normal	Doomsday parses subfolders regardless of the position of the "Subdirs" switch in the "Data Files" window	Deng Team	2020-02-08 14:18	0
2404	Doomsday Engine	Bug	New	Normal	REKKR compatibility issues	skyjake	2020-01-22 06:33	0
2398	Doomsday Engine	Bug	New	Normal	Incorrect texture mapping	Deng Team	2020-01-07 15:57	0
2107	Doomsday Engine	Bug	New	Normal	[Heretic] [Hexen] Line attacks produce no sound on impact		2020-01-04 11:15	0
2350	Doomsday Engine	Bug	New	Low	[Doom] Status bar drawing glitch in Doom Registered v1.1	skyjake	2020-01-03 06:48	0
2388	Doomsday Engine	Bug	New	Normal	[Heretic] Stuck monsters can close the "open stay" door	Deng Team	2020-01-01 21:52	0
2385	Doomsday Engine	Bug	New	Normal	[Heretic] Deactivating a one-time teleport	Deng Team	2020-01-01 21:52	0
2354	Doomsday Engine	Bug	In Progress	Normal	Compatibility with TNT: Revilution (MAP30)	skyjake	2019-12-18 21:41	50
2334	Doomsday Engine	Bug	New	High	Client should load server's data files when connecting via command line	skyjake	2019-12-01 22:34	0
2337	Doomsday Engine	Bug	Feedback	Normal	No doom II can be selected from the master list in the server tab	tacgnol	2019-12-01 22:33	0
2235	Doomsday Engine	Bug	New	Normal	Afrits sometimes become invisible when frozen	skyjake	2019-12-01 22:27	0
2310	Doomsday Engine	Bug	New	Low	[UI] Metadata text wrapping: should force-break very long words in Package Info popup	skyjake	2019-12-01 22:25	0
2308	Doomsday Engine	Bug	New	Normal	[UI] Package tags need to wrap to multiple lines	skyjake	2019-12-01 22:23	0
1980	Doomsday Engine	Bug	New	Low	Client should refuse to use the same userdir as another already running client		2019-12-01 21:52	0
2301	Doomsday Engine	Bug	New	Normal	Restart playing MIDI music using new soundfont after changing soundfont in Settings		2019-12-01 21:47	0

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2068	Doomsday Engine	Bug	New	Urgent	[HeXen] Badguys not retaining alerted status upon return to a map	skyjake	2019-11-30 08:25	0
1821	Doomsday Engine	Bug	Progressed	High	[Hexen] Monsters do not always awaken (Seven Portals and elsewhere)	skyjake	2019-11-30 08:25	10
1591	Doomsday Engine	Bug	Progressed	Low	[BSP] Fully overlapped map geometry is not always split		2019-11-30 08:06	50
552	Doomsday Engine	Bug	New	Normal	Ambient occlusion on middle surfaces of 2-sided lines		2019-11-30 08:05	0
2109	Doomsday Engine	Bug	New	High	[Doom] "Doomsday of UAC" invisible stairs not climable		2019-11-29 23:22	0
2258	Doomsday Engine	Bug	New	Normal	[Doom] Falling through 3D bridges		2019-11-29 23:20	0
2085	Doomsday Engine	Bug	Progressed	Normal	[Dehacked] Sprite name table patches not supported (Crashes)		2019-11-29 23:06	0
1929	Doomsday Engine	Bug	Progressed	Normal	Sprite priority handling		2019-11-29 23:06	0
1952	Doomsday Engine	Bug	Progressed	Normal	Eternal Doom MAP26 malformed map hack causing memory release error		2019-11-29 23:06	0
1808	Doomsday Engine	Bug	Progressed	High	New sprites in addons do not work		2019-11-29 23:06	0
1078	Doomsday Engine	Bug	New	High	Patch texture composition logic errors		2019-11-29 23:06	0
883	Doomsday Engine	Bug	New	High	[Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)		2019-11-29 23:06	0
1041	Doomsday Engine	Bug	New	High	[Windows] Pressing Alt/AltGr key confuses turning		2019-11-29 23:06	0
877	Doomsday Engine	Bug	New	High	Texture offset anomaly		2019-11-29 23:06	0
1042	Doomsday Engine	Bug	New	High	[Windows] Alt key and console activation		2019-11-29 23:06	0
921	Doomsday Engine	Bug	Progressed	High	Blockmap-defined Linedef crossing order		2019-11-29 23:06	30
287	Doomsday Engine	Bug	Progressed	Low	Changes to BLOOD states ignored		2019-11-29 23:04	0
2056	Doomsday Engine	Bug	New	Normal	Moving platforms sound origin incorrect		2019-11-29 23:01	0
1735	Doomsday Engine	Bug	New	Low	Doom2 PWAD save games use level name from IWAD		2019-11-29 22:59	0
1076	Doomsday Engine	Bug	New	Normal	[Doom] 3d movement option broken		2019-11-29 22:58	0
1081	Doomsday Engine	Bug	New	Low	[Doom] Chainsaw sounds do not match original game		2019-11-29 22:58	0
1129	Doomsday Engine	Bug	New	Normal	Various mobj Z movement clipping bugs		2019-11-29 22:58	0
1598	Doomsday Engine	Bug	New	Low	Strange vertical view bobbing when running into walls		2019-11-29 22:58	0
1661	Doomsday Engine	Bug	New	Normal	[Deathkings] Bad behavior of object in lift (mobj hitbox overlap)		2019-11-29 22:58	0
997	Doomsday Engine	Bug	New	Normal	[Hexen] Player gets stuck in turning polyobjs		2019-11-29 22:58	0
1045	Doomsday Engine	Bug	New	Low	[Hexen] Moving platform sound loops while menu open		2019-11-29 22:58	0
1007	Doomsday Engine	Bug	New	Normal	[Doom] Sound emitter overlap handling		2019-11-29 22:58	0
251	Doomsday Engine	Bug	Progressed	High	[Doom] Nightmare monsters sometimes not fast		2019-11-29 22:58	50
2332	Doomsday Engine	Bug	New	Normal	Duplicate server entries on master-server		2019-11-29 22:33	0
2324	Doomsday Engine	Bug	New	Normal	Sky texture issue upon MOD loading/unloading in game		2019-11-29 22:31	0
2331	Doomsday Engine	Bug	New	Normal	Server doesn't check wads (connecting via command line)		2019-11-29 22:31	0
2326	Doomsday Engine	Bug	New	High	[Doom] PRCP map32; player incorrectly spawning as camera		2019-11-29 22:30	0
2323	Doomsday Engine	Bug	New	Normal	Saved games are deleted after opening game		2019-11-29 22:26	0

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2027	Doomsday Engine	Bug	New	Normal	Doom64TC map is missing 'on' textures for switches		2019-11-29 21:58	0
2025	Doomsday Engine	Bug	Progressed	Normal	Doom64TC does not have a fully functional HUD	rhargrave	2019-11-29 21:57	80
2021	Doomsday Engine	Bug	New	High	Doom64's ingame music is severely broken		2019-11-29 21:57	0
1858	Doomsday Engine	Bug	New	Low	0 tic/time handling		2019-11-29 21:05	0
1827	Doomsday Engine	Bug	New	High	[Doom] Revenant infinite loop case		2019-11-27 05:51	0
1876	Doomsday Engine	Bug	In Progress	High	[XG] Floor chains appear infunctional	skyjake	2019-11-26 21:18	10
1883	Doomsday Engine	Bug	New	Normal	[MP] no teleporter sound when spawning/respawning		2019-11-26 14:51	0
2209	Doomsday Engine	Bug	New	High	Materials do not get correctly reset when loading/unloading data files while a game is loaded	skyjake	2019-10-14 10:31	0
2329	Doomsday Engine	Bug	New	Normal	Gnome Icon		2019-10-14 10:28	0
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
1815	Doomsday Engine	Bug	New	Normal	Screen wipe still smoothed with Vanilla renderer profile (console transition)		2018-11-05 17:31	0
2282	Doomsday Engine	Bug	New	Normal	Doom64 Absolution uncaught exception		2018-11-05 08:48	0
2236	Doomsday Engine	Bug	New	Normal	Hitscan issues	skyjake	2018-10-27 16:09	0
2253	Doomsday Engine	Bug	New	Normal	[Doom] Arch-vile sprite disappears when resurrecting a monster	skyjake	2018-10-27 16:09	0
2233	Doomsday Engine	Bug	New	Normal	Fov 160 issues with texture filtering	skyjake	2018-10-27 16:08	0
2265	Doomsday Engine	Bug	New	Normal	[Windows] Improved fullscreen Alt-Tab / focus lost behavior	skyjake	2018-10-27 16:03	0
2007	Doomsday Engine	Bug	New	Normal	[Hexen] Mana given when collecting already-owned, fourth-weapon pieces		2018-10-27 15:53	0
2066	Doomsday Engine	Bug	New	High	[Heretic Multiplayer] Iron Lich firewall doesn't expand		2018-07-29 16:53	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
2065	Doomsday Engine	Bug	New	Normal	[Heretic Multiplayer] Wings of Wrath bugs		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
1988	Doomsday Engine	Bug	New	Normal	[MP] When spawning on a weapon, weapon fires at speed of pistol		2018-07-29 16:53	0
1989	Doomsday Engine	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	2018-07-29 16:53	0
2055	Doomsday Engine	Bug	New	Normal	[MP] Multiple instances can't connect to a local server		2018-07-29 16:53	0
2064	Doomsday Engine	Bug	New	Urgent	Bugs in HeXen Multiplayer		2018-07-29 16:53	0
2152	Doomsday Engine	Bug	New	Urgent	[Hexen] Afrits become stuck/invincible in multiplayer		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
1967	Doomsday Engine	Bug	New	Normal	[Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled		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
1972	Doomsday Engine	Bug	New	Normal	[MP] Fast-moving planes not always reach destination on client-side		2018-07-29 16:53	0
1885	Doomsday Engine	Bug	New	Normal	[Multiplayer] Incorrect player numbers in scoreboard between maps		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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1089	Doomsday Engine	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
2259	Doomsday Engine	Bug	New	Normal	Mouse unusable on ArchLinux with Gnome / Wayland		2018-07-29 16:44	0
2256	Doomsday Engine	Bug	New	Normal	Sky clipping through ceiling		2017-07-18 11:02	0
2257	Doomsday Engine	Bug	New	Normal	FIREBLU texture replacements blink in Doom II		2017-07-18 11:01	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
1008	Doomsday Engine	Bug	New	Normal	HUD weapon discrepancy (in release build?)		2017-04-03 19:00	0
1015	Doomsday Engine	Bug	New	High	Player getting stuck on certain walls?		2017-04-03 18:34	0
1644	Doomsday Engine	Bug	New	Lowest	[HeXen beta demo] Should have Heretic crush behaviour		2017-04-03 18:34	0
2118	Doomsday Engine	Bug	New	Normal	[HeXen] Possible mishandling of sector effect 200 (sky textures)		2017-04-03 18:34	0
787	Doomsday Engine	Bug	New	Normal	[Co-op] Voodoo dolls not supported		2017-04-03 18:34	0
909	Doomsday Engine	Bug	New	Normal	[Hexen] Tiny difference in Ettin behaviour		2017-04-03 18:34	0
919	Doomsday Engine	Bug	New	Normal	[Doom] Blast damage algorithm		2017-04-03 18:34	0
925	Doomsday Engine	Bug	New	Normal	[Doom] Map32: Secret exit quirk not replicated		2017-04-03 18:34	0
959	Doomsday Engine	Bug	New	Normal	[Doom] Crushed bad guys and tag666		2017-04-03 18:34	0
968	Doomsday Engine	Bug	New	Normal	[Doom] Mancubus attacks and high Z height differences		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
1744	Doomsday Engine	Bug	New	Normal	[Heretic] Waterfall sounds switch from left to right (centered in vanilla)		2017-04-03 18:33	0
1894	Doomsday Engine	Bug	New	Normal	[Heretic] Map that relies on original footclipping		2017-04-03 18:33	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
2013	Doomsday Engine	Bug	New	Normal	[Doom] Pain Elemental Vanilla/Boom compatibility option		2017-04-03 18:33	0
2097	Doomsday Engine	Bug	New	Normal	[Doom] Lost Soul boucing accuracy in Ultimate Doom		2017-04-03 18:33	0
1701	Doomsday Engine	Bug	New	Normal	[Doom] Map08/ExM8 sound emulation		2017-04-03 18:33	0
1734	Doomsday Engine	Bug	Progressed	Low	Games' Help InFine scripts have no sounds		2017-04-03 18:33	10
1893	Doomsday Engine	Bug	New	Low	Automap drawing difference to original games		2017-04-03 18:32	0
1897	Doomsday Engine	Bug	New	Low	Slightly different sprite clipping in Dday versus vanilla		2017-04-03 18:32	0
1921	Doomsday Engine	Bug	New	Normal	[Doom] No screen wipe from map to post map InFine		2017-04-03 18:32	0
2042	Doomsday Engine	Bug	New	High	Mobj spawning at sector boundary height should choose highest contacted floor		2017-04-03 18:32	0
684	Doomsday Engine	Bug	New	Normal	Sprites moving up if their bottom intersects the floor		2017-04-03 18:32	0
915	Doomsday Engine	Bug	New	Low	[Hexen] Wraithverge Ghosts incorrectly full bright		2017-04-03 18:32	0
975	Doomsday Engine	Bug	New	Normal	[Doom] Armour Helmets full bright		2017-04-03 18:32	0
263	Doomsday Engine	Bug	New	Normal	Particles rendered at wrong height		2017-04-03 15:08	0

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388	Doomsday Engine	Bug	New	Low	Missile speeds (steep vertical angles)		2017-04-03 15:07	0
1592	Doomsday Engine	Bug	New	Low	[HUD] Weapon lower animation briefly restarts		2017-04-03 15:04	0
1597	Doomsday Engine	Bug	New	Low	[HUD] Psprite positioning too low		2017-04-03 15:04	0
964	Doomsday Engine	Bug	New	Normal	[XG] Sounds ignore defined group		2017-04-03 15:01	0
963	Doomsday Engine	Bug	New	Normal	"spawnmobj" baddies auto wake up in area the player has shot		2017-04-03 15:01	0
970	Doomsday Engine	Bug	New	Low	[Doom] Evil Eye height issue		2017-04-03 15:01	0
908	Doomsday Engine	Bug	New	High	Detail texture maximum distance ignored		2017-04-03 14:59	0
910	Doomsday Engine	Bug	New	Normal	Flat tiling error with custom flats		2017-04-03 14:59	0
918	Doomsday Engine	Bug	New	Low	Particles and looking up/down sharply		2017-04-03 14:59	0
967	Doomsday Engine	Bug	New	Low	Sprite angling incorrect at sharp angles		2017-04-03 14:59	0
882	Doomsday Engine	Bug	New	Normal	Fullbright psprites and colored lighting		2017-04-03 14:59	0
753	Doomsday Engine	Bug	New	Lowest	[Hexen] Invincible Afrits		2017-04-03 14:58	0
669	Doomsday Engine	Bug	New	Low	0 tic state issues		2017-04-03 14:57	0
671	Doomsday Engine	Bug	New	Normal	[Heretic] Enemy missile spreads have incorrect vertical aim		2017-04-03 14:57	0
613	Doomsday Engine	Bug	New	Low	[InFine] Inadvertent background animation		2017-04-03 14:57	0
566	Doomsday Engine	Bug	Progressed	Low	[Resampler] Low quality sound samples play distorted		2017-04-03 14:57	0
637	Doomsday Engine	Bug	New	High	[Hexen] Class change in-game causes instability, issues		2017-04-03 14:57	0
665	Doomsday Engine	Bug	New	Low	[Heretic] Some missiles should not splash		2017-04-03 14:57	0
966	Doomsday Engine	Bug	Progressed	Normal	[Doom] Use of CWILV graphics on automap		2017-04-03 14:56	50
729	Doomsday Engine	Bug	New	Low	Models cut off in 16:10 view ratio		2017-04-03 14:56	0
511	Doomsday Engine	Bug	New	Normal	[Heretic|Hexen] Torch fix not applied (low ceiling)		2017-04-03 14:56	0
514	Doomsday Engine	Bug	New	Low	Light decoration placement on planes if origin is incident with a sector boundary		2017-04-03 14:56	0
972	Doomsday Engine	Bug	New	Normal	[Doom] Lost Souls infinite Z height		2017-04-03 14:55	0
995	Doomsday Engine	Bug	New	Low	[Doom] Shotgun Guy drops multiple Shotguns?		2017-04-03 14:53	0
1004	Doomsday Engine	Bug	New	Normal	[Hexen] 3D Tree_Destructive appearance is incorrect		2017-04-03 14:50	0
1031	Doomsday Engine	Bug	New	Normal	Shootable triggers and freelook		2017-04-03 14:46	0
1032	Doomsday Engine	Bug	New	Normal	[Heretic] Badguy auto/raise lower to camera		2017-04-03 14:46	0
1058	Doomsday Engine	Bug	New	Low	[Heretic] D'sparil only supports up to 256 teleporter spots		2017-04-03 14:45	0
1059	Doomsday Engine	Bug	New	Normal	[Heretic] Health counter jumps up and down		2017-04-03 14:44	0
1063	Doomsday Engine	Bug	New	Normal	Flash state models offset incorrectly in 16:10		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
1092	Doomsday Engine	Bug	New	Low	[Chex/HacX] Weapon names in Controls menu		2017-04-03 14:44	0
1083	Doomsday Engine	Bug	New	Normal	In-game window contents resizing glitches		2017-04-03 14:43	0

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1088	Doomsday Engine	Bug	New	Low	[Hexen] Hud doesn't switch to INRED graphics when low on health		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
1067	Doomsday Engine	Bug	New	Low	White player arrow missing on automap		2017-04-03 14:43	0
1069	Doomsday Engine	Bug	New	Normal	Default background colour for holes in splash screens		2017-04-03 14:43	0
1104	Doomsday Engine	Bug	Progressed	Normal	Replacement flats VS texture animations		2017-04-03 14:43	0
1631	Doomsday Engine	Bug	New	Low	Doom 2 finale: animation speeds for the Cast		2017-04-03 14:41	0
1130	Doomsday Engine	Bug	New	Low	Mana bars on the statusbar ignore opacity		2017-04-03 14:41	0
10	Doomsday Engine	Bug	New	Normal	[InFine] Line spacing for text		2017-04-03 14:41	0
1125	Doomsday Engine	Bug	New	Low	Handling missing OpenGL support during launch		2017-04-03 14:41	0
1126	Doomsday Engine	Bug	New	Normal	MD2 model render pop		2017-04-03 14:41	0
1660	Doomsday Engine	Bug	New	Normal	Player start near wall leads to misplaced player		2017-04-03 14:40	0
1593	Doomsday Engine	Bug	New	Low	[Doom] Excess state in rocket explosion		2017-04-03 14:40	0
1606	Doomsday Engine	Bug	Progressed	Normal	M_THERMM and HUD message font replacement		2017-04-03 14:40	0
1709	Doomsday Engine	Bug	New	Low	Infine events interfere with taskbar		2017-04-03 14:38	0
1718	Doomsday Engine	Bug	New	Low	Inventory item display/selection issues		2017-04-03 14:35	0
1723	Doomsday Engine	Bug	New	Normal	[Value def's] impossible to remove pistol		2017-04-03 14:34	0
1783	Doomsday Engine	Bug	New	Normal	Ambient occlusion crosses sectors with different heights		2017-04-03 14:23	0
2180	Doomsday Engine	Bug	New	Normal	Task bar shows only partially (Intel Mobility)		2017-04-03 14:19	0
1816	Doomsday Engine	Bug	New	Normal	First sound played at map start up erroneously doesn't play		2017-04-03 14:17	0
1817	Doomsday Engine	Bug	Feedback	Normal	Premap infine and preplaying music oversight	vermil	2017-04-03 14:17	0
1819	Doomsday Engine	Bug	New	Normal	Mobj Particles won't start.		2017-04-03 14:16	0
1828	Doomsday Engine	Bug	New	Low	Tutorial doesn't claim mouse after clicking during launch		2017-04-03 14:15	0
1863	Doomsday Engine	Bug	New	Low	[automap] line updating		2017-04-03 14:12	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
1915	Doomsday Engine	Bug	Feedback	Lowest	Click-to-focus also handled as UI click	Deng Team	2017-04-03 14:05	0
1925	Doomsday Engine	Bug	New	Normal	[Doom] Values def can't change nightmare skill level option		2017-04-03 14:04	0
1928	Doomsday Engine	Bug	New	Normal	GameSession: ThingArchive::serialIdFor: Thing archive exhausted!		2017-04-03 14:04	0
1942	Doomsday Engine	Bug	New	Low	About dialog contents clipping vs -fontsize		2017-04-03 14:03	0
1957	Doomsday Engine	Bug	New	Low	[Doom] God Mode cheat doesn't respect Values def		2017-04-03 14:03	0
1958	Doomsday Engine	Bug	New	Normal	Help infine clash with already playing infine		2017-04-03 14:01	0
1968	Doomsday Engine	Bug	New	Low	[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)		2017-04-03 14:01	0
1981	Doomsday Engine	Bug	New	Normal	Alerts can be opened in Busy mode, causing occasional visual artifacts		2017-04-03 13:59	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1993	Doomsday Engine	Bug	Feedback	High	Switching maps while XG lines are active causes seg fault	vermil	2017-04-03 13:55	0
1999	Doomsday Engine	Bug	New	Normal	Window focus/close events ignored during busy mode (should defer)		2017-04-03 13:55	0
2012	Doomsday Engine	Bug	New	Normal	[Doom] Boom bug in Memento Mori II		2017-04-03 13:50	0
2041	Doomsday Engine	Bug	New	Normal	Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}		2017-04-03 13:48	0
2048	Doomsday Engine	Bug	New	High	Particle effects obscure map objects		2017-04-03 13:46	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
2090	Doomsday Engine	Bug	New	Normal	Missile with no death state error		2017-04-03 13:42	0
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
2094	Doomsday Engine	Bug	New	Normal	Incorrect "Pillar-Door Statue" model direction in some cases in Heretic	skyjake	2017-04-03 13:39	0
2096	Doomsday Engine	Bug	New	Low	[Heretic] [HeXen] hud number one offset		2017-04-03 13:38	0
2104	Doomsday Engine	Bug	New	High	[Doom] Boss Brain generators incorrect position		2017-04-03 13:36	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
2194	Doomsday Engine	Bug	New	Normal	Enhanced player weapon 3D model animations (VR compatible)		2017-01-19 10:34	0
1064	Doomsday Engine	Bug	New	High	[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)		2016-11-22 14:21	0
1923	Doomsday Engine	Bug	New	Normal	PNG textures render as solid black (embedded in WAD)		2016-10-27 12:51	0
2469	Doomsday Engine	Feature	New	Normal	NVIDIA RTX Ray Tracing Support	Deng Team	2022-08-30 04:21	0
2465	Doomsday Engine	Feature	New	Normal	Keeping arsenal in coop	Deng Team	2021-10-23 18:36	0
2453	Doomsday Engine	Feature	New	Normal	head bobbing model.weapon.* simple scale factor	Deng Team	2021-03-15 02:17	0
2449	Doomsday Engine	Feature	New	Normal	FBX LOD	skyjake	2021-02-17 21:38	0
2439	Doomsday Engine	Feature	New	Normal	Copy/paste to/from clipboard in the command prompt	Deng Team	2021-01-03 07:22	0
2335	Doomsday Engine	Feature	New	Normal	[Shell] Command line option for opening connection to a server address		2020-12-08 08:27	0
2413	Doomsday Engine	Feature	New	High	[MP] Configure what the server does after a timeout when no clients connected	skyjake	2020-12-08 08:27	0
2392	Doomsday Engine	Feature	New	Normal	Sky-lit sectors should not be dimmer than non-sky-lit sectors with equivalent light level	skyjake	2020-12-08 08:27	0
2393	Doomsday Engine	Feature	New	Normal	Map selection UI for Master Levels for Doom II (Episode with additional packages)	skyjake	2020-12-08 08:27	0
2403	Doomsday Engine	Feature	New	Normal	User-provided particle texture flipbook (atlas)	skyjake	2020-12-08 08:27	0
1668	Doomsday Engine	Feature	New	Normal	Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range		2020-12-08 08:27	0
1986	Doomsday Engine	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2020-12-08 08:27	0
2390	Doomsday Engine	Feature	New	Normal	[FMOD] Ogg Vorbis custom loop point tags	skyjake	2020-12-08 08:27	0
2320	Doomsday Engine	Feature	New	Normal	Re-enable XG dummy line		2020-12-08 08:27	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2433	Doomsday Engine	Feature	New	Normal	HACX 2.0r61	Deng Team	2020-12-07 19:02	0
2434	Doomsday Engine	Feature	New	Normal	CHEX3 v1.4	Deng Team	2020-12-07 19:02	0
2430	Doomsday Engine	Feature	New	Normal	Add support for Bethesda.net official addon PWADs	Deng Team	2020-09-17 14:28	0
2423	Doomsday Engine	Feature	New	Normal	Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery	Deng Team	2020-05-10 11:23	0
1658	Doomsday Engine	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2020-05-10 11:14	0
2420	Doomsday Engine	Feature	New	Normal	Heretic: new visual effects, light decorations and particle generators	Deng Team	2020-04-18 00:57	0
2160	Doomsday Engine	Feature	Progressed	Low	Custom screenshader support and profiles	Deng Team	2020-02-04 21:49	20
2407	Doomsday Engine	Feature	New	Normal	"follow / no follow" in the automap settings	Deng Team	2020-01-28 01:23	0
2394	Doomsday Engine	Feature	New	Normal	Episodes defined in game profile	Deng Team	2020-01-05 12:52	0
2395	Doomsday Engine	Feature	New	Normal	Exporting and importing game profiles (files and dengine.net)	Deng Team	2020-01-05 09:07	0
2391	Doomsday Engine	Feature	New	Normal	[SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback	Deng Team	2020-01-03 05:00	0
2387	Doomsday Engine	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	2020-01-01 21:53	0
1648	Doomsday Engine	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2019-12-31 11:10	0
2304	Doomsday Engine	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2019-12-31 11:05	0
2383	Doomsday Engine	Feature	New	Normal	Stereo rendering convergence setting	Deng Team	2019-12-27 14:41	0
2377	Doomsday Engine	Feature	New	Lowest	[Hexen] Option for monster respawn rate	Deng Team	2019-12-24 06:35	0
1539	Doomsday Engine	Feature	Progressed	Normal	Armor, powerups (object status) controls 3D model representation	skyjake	2019-12-15 15:28	70
1585	Doomsday Engine	Feature	Progressed	Normal	[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)		2019-12-15 08:03	0
1603	Doomsday Engine	Feature	Progressed	Urgent	Support for id Tech 1 map hacks		2019-12-15 07:34	50
1851	Doomsday Engine	Feature	New	Normal	[UI] Dynamic release notes		2019-11-30 08:09	0
2355	Doomsday Engine	Feature	New	Normal	Build must fail on macOS notarization error	Deng Team	2019-11-30 08:03	0
1768	Doomsday Engine	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
1622	Doomsday Engine	Feature	New	Urgent	Vanilla depth shading		2019-11-29 23:23	0
390	Doomsday Engine	Feature	New	Low	Alignpitch/yaw flags for model particles		2019-11-29 23:09	0
1844	Doomsday Engine	Feature	New	Normal	Support ZDoom's skill definitions in MAPINFO		2019-11-29 23:06	0
2015	Doomsday Engine	Feature	Progressed	Normal	Remove server-side audio system		2019-11-29 23:06	50
1996	Doomsday Engine	Feature	Progressed	High	Engine-managed "map spot / point of interest" mechanism		2019-11-29 23:06	20
1471	Doomsday Engine	Feature	New	Normal	Standard definitions should conform to vanilla		2019-11-29 23:06	0
1325	Doomsday Engine	Feature	Progressed	High	Boom line types and sectors		2019-11-29 23:06	20
1840	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format		2019-11-29 23:06	47
1640	Doomsday Engine	Feature	Progressed	Normal	Support for id Tech 1 audio/graphic resource hacks		2019-11-29 23:06	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1541	Doomsday Engine	Feature	Progressed	High	Joystick axis settings (sensitivity, max speed)		2019-11-29 23:06	50
2289	Doomsday Engine	Feature	New	Normal	Filtering game profiles in Home using search terms	skyjake	2019-11-29 22:50	0
1183	Doomsday Engine	Feature	New	Normal	Default values printed with "help"		2019-11-29 22:50	0
1511	Doomsday Engine	Feature	New	Low	List all cheats in context help for ccmd cheat		2019-11-29 22:50	0
1513	Doomsday Engine	Feature	New	Low	Examples with escaped quotes in context help for ccmd alias	skyjake	2019-11-29 22:50	0
1793	Doomsday Engine	Feature	New	Normal	Use rich formatting in help strings	skyjake	2019-11-29 22:49	0
2336	Doomsday Engine	Feature	New	Normal	Comprehensive server info and metadata		2019-11-29 22:42	0
2333	Doomsday Engine	Feature	New	Normal	Extend info about server wads (filename, checksum)		2019-11-29 22:35	0
2325	Doomsday Engine	Feature	New	High	A way to vote for a specific map		2019-11-29 22:29	0
2292	Doomsday Engine	Feature	New	Normal	Indication of an options default setting		2019-11-29 22:21	0
2241	Doomsday Engine	Feature	Progressed	Normal	Configure games via Home UI (advanced users, cf. autoexec.cfg)	skyjake	2019-11-29 22:19	50
2123	Doomsday Engine	Feature	New	Low	Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses...		2019-11-29 22:15	0
2072	Doomsday Engine	Feature	New	High	Gracefully exit to Home on fatal error in a game (e.g., DED/resource error)		2019-11-29 22:12	0
2035	Doomsday Engine	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2019-11-29 21:59	0
2032	Doomsday Engine	Feature	New	Normal	Game world debugger/inspector sidebar		2019-11-29 21:58	0
1976	Doomsday Engine	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2019-11-29 21:56	0
1891	Doomsday Engine	Feature	Progressed	Low	Notification area animations	skyjake	2019-11-29 21:37	10
1745	Doomsday Engine	Feature	Progressed	Normal	Performance optimization		2019-11-29 21:36	40
1687	Doomsday Engine	Feature	Progressed	Normal	In-game error dialogs (e.g., corrupt savegame)		2019-11-29 21:36	50
1647	Doomsday Engine	Feature	Progressed	High	Replace FS1 with FS2-based resource management	skyjake	2019-11-29 21:33	30
1607	Doomsday Engine	Feature	New	Normal	Reset settings to defaults		2019-11-29 21:33	40
1604	Doomsday Engine	Feature	New	High	Game rules (1p and MP)		2019-11-29 21:33	20
1573	Doomsday Engine	Feature	New	Normal	Setting for number of samples used for antialiasing		2019-11-29 21:31	0
1566	Doomsday Engine	Feature	New	Normal	[Automap] Reset line colors		2019-11-29 21:31	0
1480	Doomsday Engine	Feature	New	Normal	Include screenshot in savegames		2019-11-29 21:28	0
4	Doomsday Engine	Feature	In Progress	Normal	UI improvements	skyjake	2019-11-29 21:27	80
1394	Doomsday Engine	Feature	New	High	Consistent map scoping in definitions		2019-11-29 21:25	0
1252	Doomsday Engine	Feature	Progressed	High	Integrate Hexen features into libcommon		2019-11-29 21:24	40
2028	Doomsday Engine	Feature	New	Normal	libcommon uses the preprocessor excessively in order specialize for doom, heretic, and hexen		2019-11-29 21:22	0
2023	Doomsday Engine	Feature	New	Low	New Doom 64 plugin (accurate gameplay, original ROM)		2019-11-29 21:20	0
1979	Doomsday Engine	Feature	Feedback	Normal	Additional sound formats		2019-11-29 21:15	0
1970	Doomsday Engine	Feature	New	Normal	Scriptable map entry/exit, cycling		2019-11-29 21:13	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1938	Doomsday Engine	Feature	New	Low	Polyobjs represented by 3D models		2019-11-29 21:12	0
1917	Doomsday Engine	Feature	New	Normal	Copy alert text to Clipboard		2019-11-29 21:10	0
1905	Doomsday Engine	Feature	New	Low	God mode console cheat that doesn't restore health		2019-11-29 21:09	0
1877	Doomsday Engine	Feature	New	Normal	[Updater] Use Sparkle for automatic updates (on OS X)	skyjake	2019-11-29 21:08	0
1867	Doomsday Engine	Feature	New	Normal	Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)		2019-11-29 21:07	0
1865	Doomsday Engine	Feature	New	Normal	Align 3D model's head with the target's direction		2019-11-29 21:06	0
1864	Doomsday Engine	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2019-11-29 21:06	0
1512	Doomsday Engine	Feature	New	Normal	List all impulses in context help for ccmd impulse		2019-11-29 20:27	0
1779	Doomsday Engine	Feature	New	Normal	[Home] Show project news and dev blog		2019-11-29 20:27	0
1649	Doomsday Engine	Feature	New	Low	Option to disable HUD/menu font upscaling		2019-11-29 20:26	0
1406	Doomsday Engine	Feature	New	Normal	Record particles and other effects in demos		2019-11-29 20:24	0
1633	Doomsday Engine	Feature	New	High	Console commands and Doomsday Script	skyjake	2019-11-29 20:24	0
9	Doomsday Engine	Feature	Progressed	High	Use local server to run single-player games		2019-11-29 20:21	0
1765	Doomsday Engine	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2019-11-29 20:20	0
1614	Doomsday Engine	Feature	New	High	Improved demo recording and playback		2019-11-29 20:20	0
1764	Doomsday Engine	Feature	New	Normal	DMU 2.0: Generate network deltas		2019-11-29 20:19	0
1763	Doomsday Engine	Feature	New	Normal	Autosaving		2019-11-29 20:19	0
1762	Doomsday Engine	Feature	New	Normal	Game hierarchy		2019-11-29 20:18	0
1757	Doomsday Engine	Feature	New	High	Separate server and client sources		2019-11-29 20:17	20
1749	Doomsday Engine	Feature	New	High	Built-in effects should come in resource packs	skyjake	2019-11-29 20:15	0
1726	Doomsday Engine	Feature	New	Normal	Remapping the colours on a texture via material def		2019-11-29 19:26	0
1727	Doomsday Engine	Feature	New	Normal	Apply colored sector lighting by sector via DED		2019-11-29 19:26	0
1698	Doomsday Engine	Feature	New	Normal	Editor for particle generators		2019-11-29 19:23	0
1646	Doomsday Engine	Feature	New	Normal	Stereo 3D enhancements		2019-11-29 19:22	0
1412	Doomsday Engine	Feature	New	Low	Camera effect: screen shaking		2019-11-29 19:21	0
1447	Doomsday Engine	Feature	New	Normal	Co-op player actions (giving, healing)		2019-11-29 19:19	0
1414	Doomsday Engine	Feature	New	Normal	Generate particles when touching a plane		2019-11-29 19:19	0
1571	Doomsday Engine	Feature	New	Normal	On screen notification for Always Run		2019-11-29 19:18	0
1569	Doomsday Engine	Feature	New	Lowest	[Hexen] Demo version cheat codes and "Beta" message		2019-11-29 19:16	0
1563	Doomsday Engine	Feature	New	Normal	Weapon text defs affect the Controls menu		2019-11-29 19:15	0
1559	Doomsday Engine	Feature	New	Low	State and sprite without a mobj (SMT2A0/STLAG)		2019-11-29 19:14	0
1554	Doomsday Engine	Feature	New	Normal	[Hexen] Remove fixed MAX_TID_COUNT limit		2019-11-29 19:11	0
1547	Doomsday Engine	Feature	New	Low	Command for manipulating numeric controls		2019-11-29 19:09	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1542	Doomsday Engine	Feature	New	High	Use hit origin for Damage generator		2019-11-29 19:08	0
1620	Doomsday Engine	Feature	Progressed	High	XG 2.0	Deng Team	2019-11-29 19:05	20
1535	Doomsday Engine	Feature	New	Normal	Option for fullbright textures affected by colored sectors		2019-11-29 19:02	0
1531	Doomsday Engine	Feature	New	Normal	"take" cmd to take away pickup powers		2019-11-29 19:01	30
1529	Doomsday Engine	Feature	New	Normal	Sound affected by the world		2019-11-29 18:59	0
1523	Doomsday Engine	Feature	New	Normal	[Infine] Skill level checks		2019-11-29 18:57	0
1514	Doomsday Engine	Feature	New	Low	GZdoom-like HUD (showing more information)		2019-11-29 18:52	0
1489	Doomsday Engine	Feature	New	Normal	Separate decor definitions for different plane types		2019-11-29 18:50	0
1488	Doomsday Engine	Feature	New	Normal	Extended Hexen fullscreen HUD		2019-11-29 18:49	0
1459	Doomsday Engine	Feature	New	Normal	Replacement of MT_POD unique behavior with flag		2019-11-29 18:49	0
1475	Doomsday Engine	Feature	New	Normal	Spawnmobj "deaf" things		2019-11-29 18:46	0
1451	Doomsday Engine	Feature	New	Normal	[InFine] stopsound		2019-11-29 18:45	0
1618	Doomsday Engine	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1430	Doomsday Engine	Feature	New	Normal	Particle generator decorations (e.g., particles from a wall)		2019-11-29 18:40	0
1389	Doomsday Engine	Feature	New	Normal	[InFine] Check if resource originates from an IWAD		2019-11-29 18:38	0
1386	Doomsday Engine	Feature	New	Normal	Stopping monster infighting		2019-11-29 18:37	0
1376	Doomsday Engine	Feature	New	Normal	Externally spawned mobjs		2019-11-29 18:36	0
1616	Doomsday Engine	Feature	New	Normal	Selector for sprites		2019-11-29 18:35	0
1568	Doomsday Engine	Feature	New	Normal	[Automap] Option for hiding non-blocking lines		2019-11-29 18:32	0
1457	Doomsday Engine	Feature	New	Normal	[MP] Option to choose items/weapons/ammo on spawn		2019-11-29 18:30	0
1576	Doomsday Engine	Feature	New	Normal	[MP] Option to retain weapons+ammo after death in co-op		2019-11-29 18:28	0
1602	Doomsday Engine	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
1373	Doomsday Engine	Feature	New	Normal	Improved ambient sounds		2019-11-29 16:45	0
1362	Doomsday Engine	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2019-11-29 16:44	0
1357	Doomsday Engine	Feature	New	Normal	[InFine] More blending modes (add/mul/inv etc)		2019-11-29 16:43	0
1336	Doomsday Engine	Feature	New	Normal	Random textured particle direction		2019-11-29 16:43	0
1335	Doomsday Engine	Feature	New	Normal	Random particle types		2019-11-29 16:42	0
1331	Doomsday Engine	Feature	New	High	[InFine] Evaluate cvars with IF condition		2019-11-29 16:41	0
1316	Doomsday Engine	Feature	New	Normal	HHE support		2019-11-29 16:39	0
1314	Doomsday Engine	Feature	New	Normal	Particle spawn rate affected by mobj visibility		2019-11-29 16:38	0
1407	Doomsday Engine	Feature	Progressed	Normal	Customizable console keys		2019-11-29 16:36	20
1361	Doomsday Engine	Feature	Progressed	Normal	Rotation of objects away from walls during map load		2019-11-29 16:34	20
1548	Doomsday Engine	Feature	Progressed	Normal	Multi-monitor support		2019-11-29 16:33	40

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1308	Doomsday Engine	Feature	Progressed	High	Splitscreen multiplayer		2019-11-29 16:28	40
1301	Doomsday Engine	Feature	Progressed	High	Redesigned DED Reader	skyjake	2019-11-29 16:27	80
1296	Doomsday Engine	Feature	New	Normal	Light Stages for animated light sources		2019-11-29 16:24	0
1289	Doomsday Engine	Feature	New	High	Flat-triggered particle generators created/destroyed on material change		2019-11-29 16:23	0
1266	Doomsday Engine	Feature	New	High	Sound decorations		2019-11-29 16:21	0
1264	Doomsday Engine	Feature	New	Normal	Conditional decorations		2019-11-29 16:20	0
1242	Doomsday Engine	Feature	New	High	Player weapon particle muzzle flashes (for external viewers only)		2019-11-29 16:19	0
1203	Doomsday Engine	Feature	Progressed	High	Additional save slots — revised save management	skyjake	2019-11-29 16:18	30
1201	Doomsday Engine	Feature	New	High	Dynamic shadows	skyjake	2019-11-29 16:15	50
1194	Doomsday Engine	Feature	New	High	Viewing other players' cameras ("spy" command)		2019-11-29 16:14	0
1190	Doomsday Engine	Feature	Progressed	High	External scripts for mobj behavior	skyjake	2019-11-29 16:13	30
1153	Doomsday Engine	Feature	New	High	Customizable intermissions		2019-11-29 16:09	0
1231	Doomsday Engine	Feature	New	Normal	Ragdoll physics		2019-11-29 16:05	0
1139	Doomsday Engine	Feature	New	Normal	More variations within repeated texture patterns with alternative textures (for detail textures)		2019-11-29 15:56	0
1677	Doomsday Engine	Feature	New	Low	Square particle shape (option, as alternative to round particles)		2019-11-29 15:51	0
1546	Doomsday Engine	Feature	New	Low	Option for particle generator to hide sprite		2019-11-29 15:45	0
1532	Doomsday Engine	Feature	New	Low	[Doom|Heretic] Secret found message text		2019-11-29 15:44	0
1441	Doomsday Engine	Feature	New	Low	[MP] Option: weaponstay deathmatch		2019-11-29 15:31	0
1368	Doomsday Engine	Feature	New	Low	More Alt Start positions in Generators		2019-11-29 15:27	0
1364	Doomsday Engine	Feature	New	Low	More options for pt_line type particles		2019-11-29 15:26	0
1305	Doomsday Engine	Feature	New	Lowest	Particle generator flag: instantly kill generator		2019-11-29 15:26	0
438	Doomsday Engine	Feature	New	Low	Accurately hit testing fast projectiles (compatibility option)		2019-11-29 15:24	0
1265	Doomsday Engine	Feature	New	Low	Map-specific definitions in a WAD lump		2019-11-29 15:21	0
1415	Doomsday Engine	Feature	New	Low	[Master Server] Allow specifying server IP manually		2019-11-29 12:50	0
1758	Doomsday Engine	Feature	New	Low	Separate left/right modifier keys (Shift, Alt, etc.)	skyjake	2019-11-29 12:37	0
1767	Doomsday Engine	Feature	New	High	Network delta profiler		2019-11-29 12:33	0
2281	Doomsday Engine	Feature	New	Normal	Apply Values in Hexen	skyjake	2019-11-29 12:31	0
1632	Doomsday Engine	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2019-11-29 12:31	0
1842	Doomsday Engine	Feature	Progressed	Normal	Support ZDoom's episode and hub definitions in MAPINFO		2019-11-29 12:31	40
2033	Doomsday Engine	Feature	Progressed	High	Runtime map editor		2019-11-29 12:31	0
1579	Doomsday Engine	Feature	New	Low	Dehacked 2.0 support		2019-11-29 12:31	0
1580	Doomsday Engine	Feature	New	High	Fix the Doom 64: Absolution TC plugin		2019-11-29 12:31	30

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1544	Doomsday Engine	Feature	New	Normal	Support for ZDoom's Decorate function		2019-11-29 12:31	0
1630	Doomsday Engine	Feature	New	Urgent	Implement game menus with InFine (InfineWidget)	Deng Team	2019-11-29 12:31	0
1290	Doomsday Engine	Feature	New	Normal	Session-only cvars		2019-11-26 15:33	0
1551	Doomsday Engine	Feature	New	Normal	Print unknown line/sector types to the console		2019-11-26 15:33	0
1327	Doomsday Engine	Feature	New	Normal	Render extra plane in XG sector		2019-11-26 11:32	0
2298	Doomsday Engine	Feature	New	Normal	Upgrade Assimp to latest 4.x version	skyjake	2019-10-27 20:13	0
1601	Doomsday Engine	Feature	In Progress	Urgent	Package management	skyjake	2019-10-14 10:44	80
2185	Doomsday Engine	Feature	In Progress	High	Package repositories	skyjake	2019-10-14 10:43	60
1886	Doomsday Engine	Feature	In Progress	Urgent	Use SDL 2 for window management, display modes, color correction, and keyboard/mouse/gamepad input	skyjake	2019-10-14 10:23	90
2340	Doomsday Engine	Feature	New	Normal	A new MP game mode: no respawn		2019-08-03 19:59	0
2295	Doomsday Engine	Feature	New	Normal	Support XBOX version of Doom		2018-11-18 07:45	0
1500	Doomsday Engine	Feature	New	Normal	Support for ZDoom ZIP-as-WAD feature		2018-11-05 10:16	0
1608	Doomsday Engine	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
7	Doomsday Engine	Feature	Progressed	Urgent	Next-gen renderer (codename "Gloom")	skyjake	2018-10-27 16:10	30
1516	Doomsday Engine	Feature	New	Normal	[Heretic|Hexen] Add Doom-like option for fast monsters		2018-10-27 15:56	0
1552	Doomsday Engine	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2018-10-27 15:53	0
1623	Doomsday Engine	Feature	Progressed	Urgent	Shaders	skyjake	2018-10-27 15:14	60
1615	Doomsday Engine	Feature	Progressed	Normal	Sloped planes	skyjake	2018-10-27 15:10	20
1945	Doomsday Engine	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2018-10-27 15:08	100
1635	Doomsday Engine	Feature	Resolved	Normal	HDR rendering	skyjake	2018-10-27 15:06	100
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
2153	Doomsday Engine	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2018-07-29 16:56	0
2057	Doomsday Engine	Feature	New	Normal	Multiple client instances	skyjake	2018-07-29 16:56	0
1565	Doomsday Engine	Feature	New	High	[MP] Option to remove MP flagged weapons in co-op		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
1213	Doomsday Engine	Feature	New	Normal	[MP] Respawn items in co-op and deathmatch		2018-07-29 16:46	0
1202	Doomsday Engine	Feature	New	Normal	[MP] Options for Heretic co-op		2018-07-29 16:46	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
1754	Doomsday Engine	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
2155	Doomsday Engine	Feature	New	Normal	BOOM support for sunlust.wad		2017-07-18 11:04	0
1688	Doomsday Engine	Feature	New	High	Command line options documented with Amethyst		2017-04-08 10:08	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1626	Doomsday Engine	Feature	New	Normal	Area-based fog		2017-04-03 19:35	0
1168	Doomsday Engine	Feature	New	Normal	Real decals: bulletholes, blastmarks, etc.		2017-04-03 19:35	0
1663	Doomsday Engine	Feature	New	Normal	Replace game-side color filter / special effect with LensFx		2017-04-03 18:59	0
1628	Doomsday Engine	Feature	New	Normal	Surface meshes		2017-04-03 18:58	0
1388	Doomsday Engine	Feature	New	High	3D floors (Z-overlapped sectors)		2017-04-03 18:57	0
1694	Doomsday Engine	Feature	New	Low	[Doom] Invulnerability animation: full bright sync, apply tic rate		2017-04-03 18:56	0
1699	Doomsday Engine	Feature	New	High	Particle renderer 2.0		2017-04-03 18:55	0
1460	Doomsday Engine	Feature	New	Normal	Remember the playing music in save game		2017-04-03 18:49	0
1491	Doomsday Engine	Feature	New	Normal	Variable damage for the pmf_crush plane move flag		2017-04-03 18:48	0
1493	Doomsday Engine	Feature	New	Normal	Opposites for mobj_gone and activator_type requirements		2017-04-03 18:48	0
1467	Doomsday Engine	Feature	New	High	[XG] Incorporate vanilla line/sector types		2017-04-03 18:48	0
1499	Doomsday Engine	Feature	New	Normal	Flag to disable mobj respawn on specific types		2017-04-03 18:48	0
1461	Doomsday Engine	Feature	New	Normal	Separate chain/event derived/driven behaviour for XG		2017-04-03 18:48	0
1374	Doomsday Engine	Feature	New	Normal	XG refs: logical NOT		2017-04-03 18:48	0
1379	Doomsday Engine	Feature	New	Normal	XG refs: evaluate params at runtime		2017-04-03 18:48	0
1399	Doomsday Engine	Feature	New	Normal	XG plane movers vs. normal doors		2017-04-03 18:48	0
1439	Doomsday Engine	Feature	New	Normal	XG: Spawn objects at player location		2017-04-03 18:48	0
1465	Doomsday Engine	Feature	New	Normal	[XG] "Player needs object X" message		2017-04-03 18:48	0
1324	Doomsday Engine	Feature	New	Normal	XG music lines		2017-04-03 18:48	0
1181	Doomsday Engine	Feature	New	Normal	Ambient sounds (in XG sectors)		2017-04-03 18:48	0
1350	Doomsday Engine	Feature	New	Normal	Stair Builder: spread build on tagged sector range		2017-04-03 18:48	0
1526	Doomsday Engine	Feature	New	Normal	[XG] Randomizing activation/deactivation wait timer		2017-04-03 18:48	0
1537	Doomsday Engine	Feature	New	Normal	[XG] Activation event option when changing line types		2017-04-03 18:48	0
1530	Doomsday Engine	Feature	New	Normal	[XG] ltf_count requirement		2017-04-03 18:48	0
1507	Doomsday Engine	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2017-04-03 18:48	0
1524	Doomsday Engine	Feature	New	High	[XG] Ability to do anything with ammo, weapons and artefacts		2017-04-03 18:48	0
2051	Doomsday Engine	Feature	New	High	XG test suite / demo map		2017-04-03 18:46	0
2053	Doomsday Engine	Feature	New	Normal	[HeXen DK] Automatically handle version 1.0 lack of SNDINFO		2017-04-03 18:46	0
2179	Doomsday Engine	Feature	New	Low	Map has no secrets, displayed as 0% (vs. 100%)		2017-04-03 18:45	0
1998	Doomsday Engine	Feature	New	Normal	Emulate original game menus (other settings moved to taskbar UI)		2017-04-03 18:43	0
1416	Doomsday Engine	Feature	New	Urgent	[Doom] Invisible "fuzz" effect		2017-04-03 18:43	0
1476	Doomsday Engine	Feature	New	Normal	Support for the features of the Playpal and Colormap lumps		2017-04-03 18:42	0
1869	Doomsday Engine	Feature	New	Normal	Support 'shadowed' texture resources in animated textures		2017-04-03 18:40	0

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1582	Doomsday Engine	Feature	New	Normal	Player actions while game is paused		2017-04-03 18:39	0
1440	Doomsday Engine	Feature	New	Normal	Vanilla Doom collision-checking mode		2017-04-03 18:39	0
1587	Doomsday Engine	Feature	New	Normal	3D weapon behaviour		2017-04-03 15:02	0
1774	Doomsday Engine	Feature	New	Normal	Use "-savedir" option to the configure where saves are stored		2017-04-03 14:27	0
2156	Doomsday Engine	Feature	New	Normal	[HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)		2017-04-03 13:30	0
2192	Doomsday Engine	Feature	New	Low	Procedural images generated based on a text file (.deimage)	skyjake	2017-03-04 09:25	0
1920	Doomsday Engine	Feature	New	Normal	Tree navigator widget (libappfw)	skyjake	2017-02-08 12:06	0
2195	Doomsday Engine	Feature	New	Normal	Permanent blood (surface decal effect)		2017-01-22 08:50	0
1617	Doomsday Engine	Feature	New	High	Scoped definitions and variables	Deng Team	2016-12-01 20:17	0
2188	Doomsday Engine	Feature	New	Normal	Use OpenVR SDK for virtual reality		2016-11-30 07:43	0
2184	Doomsday Engine	Feature	New	Normal	Keyboard navigation: bindable controls	skyjake	2016-11-20 14:48	0
6	Doomsday Engine	Feature	Progressed	Normal	Draw lens flares using GL2	skyjake	2016-08-09 11:05	50
1323	Doomsday Engine	Feature	New	Normal	Set skin on particle model from within particle generator		2016-08-09 10:56	0
1287	Doomsday Engine	Feature	New	Normal	Particle generator flag: transform center offset along with the object		2016-08-09 10:54	0
1276	Doomsday Engine	Feature	New	Normal	Attach dynamic lights on models		2016-08-09 10:50	0
1217	Doomsday Engine	Feature	New	Normal	Controls for all supported games adjusted at the same time		2016-08-09 10:47	0
1232	Doomsday Engine	Feature	New	Low	Customiseable barrel explosion damage		2016-08-09 10:43	0
2170	Doomsday Engine	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10
1625	Doomsday Engine	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
1449	Doomsday Engine	Feature	Progressed	Urgent	Setup bindings/controls via taskbar UI	Deng Team	2016-07-05 23:54	10
2159	Doomsday Engine	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 14:03	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
1502	Doomsday Engine	Feature	New	High	Load any supported image format from WAD lump		2016-03-27 08:06	0
1233	Doomsday Engine	Feature	New	High	Surface decorations using 3D models		2015-12-22 13:15	0

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