

## Doomsday Engine - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2469	Feature	New	Normal	NVIDIA RTX Ray Tracing Support	Deng Team	2022-08-30 04:21	0
2465	Feature	New	Normal	Keeping arsenal in coop	Deng Team	2021-10-23 18:36	0
2453	Feature	New	Normal	head bobbing model.weapon.* simple scale factor	Deng Team	2021-03-15 02:17	0
2449	Feature	New	Normal	FBX LOD	skyjake	2021-02-17 21:38	0
2439	Feature	New	Normal	Copy/paste to/from clipboard in the command prompt	Deng Team	2021-01-03 07:22	0
2434	Feature	New	Normal	CHEX3 v1.4	Deng Team	2020-12-07 19:02	0
2433	Feature	New	Normal	HACX 2.0r61	Deng Team	2020-12-07 19:02	0
2430	Feature	New	Normal	Add support for Bethesda.net official addon PWADs	Deng Team	2020-09-17 14:28	0
2423	Feature	New	Normal	Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery	Deng Team	2020-05-10 11:23	0
2420	Feature	New	Normal	Heretic: new visual effects, light decorations and particle generators	Deng Team	2020-04-18 00:57	0
2413	Feature	New	High	[MP] Configure what the server does after a timeout when no clients connected	skyjake	2020-12-08 08:27	0
2407	Feature	New	Normal	"follow / no follow" in the automap settings	Deng Team	2020-01-28 01:23	0
2403	Feature	New	Normal	User-provided particle texture flipbook (atlas)	skyjake	2020-12-08 08:27	0
2395	Feature	New	Normal	Exporting and importing game profiles (files and engine.net)	Deng Team	2020-01-05 09:07	0
2394	Feature	New	Normal	Episodes defined in game profile	Deng Team	2020-01-05 12:52	0
2393	Feature	New	Normal	Map selection UI for Master Levels for Doom II (Episode with additional packages)	skyjake	2020-12-08 08:27	0
2392	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
2391	Feature	New	Normal	[SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for playback	Deng Team	2020-01-03 05:00	0
2390	Feature	New	Normal	[FMOD] Ogg Vorbis custom loop point tags	skyjake	2020-12-08 08:27	0
2387	Feature	New	Normal	[Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option)	Deng Team	2020-01-01 21:53	0
2383	Feature	New	Normal	Stereo rendering convergence setting	Deng Team	2019-12-27 14:41	0
2377	Feature	New	Lowest	[Hexen] Option for monster respawn rate	Deng Team	2019-12-24 06:35	0
2355	Feature	New	Normal	Build must fail on macOS notarization error	Deng Team	2019-11-30 08:03	0
2340	Feature	New	Normal	A new MP game mode: no respawn		2019-08-03 19:59	0
2336	Feature	New	Normal	Comprehensive server info and metadata		2019-11-29 22:42	0
2335	Feature	New	Normal	[Shell] Command line option for opening connection to a server address		2020-12-08 08:27	0
2333	Feature	New	Normal	Extend info about server wads (filename, checksum)		2019-11-29 22:35	0
2325	Feature	New	High	A way to vote for a specific map		2019-11-29 22:29	0
2320	Feature	New	Normal	Re-enable XG dummy line		2020-12-08 08:27	0
2304	Feature	New	Normal	OGG/FLAC custom loop tags	skyjake	2019-12-31 11:05	0
2298	Feature	New	Normal	Upgrade Assimp to latest 4.x version	skyjake	2019-10-27 20:13	0

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2295	Feature	New	Normal	Support XBOX version of Doom		2018-11-18 07:45	0
2292	Feature	New	Normal	Indication of an options default setting		2019-11-29 22:21	0
2289	Feature	New	Normal	Filtering game profiles in Home using search terms	skyjake	2019-11-29 22:50	0
2288	Feature	New	Normal	Configure all multiplayer game options via GUI	skyjake	2018-10-27 14:45	100
2286	Feature	New	Normal	Editing all global Doomsday key bindings	skyjake	2018-10-12 19:45	0
2281	Feature	New	Normal	Apply Values in Hexen	skyjake	2019-11-29 12:31	0
2241	Feature	Progressed	Normal	Configure games via Home UI (advanced users, cf. autoexec.cfg)	skyjake	2019-11-29 22:19	50
2195	Feature	New	Normal	Permanent blood (surface decal effect)		2017-01-22 08:50	0
2192	Feature	New	Low	Procedural images generated based on a text file (.deimage)	skyjake	2017-03-04 09:25	0
2188	Feature	New	Normal	Use OpenVR SDK for virtual reality		2016-11-30 07:43	0
2185	Feature	In Progress	High	Package repositories	skyjake	2019-10-14 10:43	60
2184	Feature	New	Normal	Keyboard navigation: bindable controls	skyjake	2016-11-20 14:48	0
2179	Feature	New	Low	Map has no secrets, displayed as 0% (vs. 100%)		2017-04-03 18:45	0
2170	Feature	Progressed	Normal	Improved sequence-based model animation mechanism	skyjake	2016-08-07 09:01	10
2160	Feature	Progressed	Low	Custom screenshader support and profiles	Deng Team	2020-02-04 21:49	20
2159	Feature	New	Normal	Enhanced control over model animation sequences	skyjake	2016-05-13 14:03	0
2156	Feature	New	Normal	[HeXen] Make map numbering more consistent (warp cheats vs. automap/UI)		2017-04-03 13:30	0
2155	Feature	New	Normal	BOOM support for sunlust.wad		2017-07-18 11:04	0
2153	Feature	New	Normal	Modern multiplayer chat UI	skyjake	2018-07-29 16:56	0
2123	Feature	New	Low	Option Needed to tailor the anaglyph effect for TriOviz Inficolor Glasses...		2019-11-29 22:15	0
2093	Feature	New	Normal	Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode	Deng Team	2016-03-27 08:20	0
2072	Feature	New	High	Gracefully exit to Home on fatal error in a game (e.g., DED/resource error)		2019-11-29 22:12	0
2057	Feature	New	Normal	Multiple client instances	skyjake	2018-07-29 16:56	0
2053	Feature	New	Normal	[HeXen DK] Automatically handle version 1.0 lack of SNDINFO		2017-04-03 18:46	0
2051	Feature	New	High	XG test suite / demo map		2017-04-03 18:46	0
2035	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2019-11-29 21:59	0
2033	Feature	Progressed	High	Runtime map editor		2019-11-29 12:31	0
2032	Feature	New	Normal	Game world debugger/inspector sidebar		2019-11-29 21:58	0
2028	Feature	New	Normal	libcommon uses the preprocessor excessively in order specialize for doom, heretic, and hexen		2019-11-29 21:22	0
2023	Feature	New	Low	New Doom 64 plugin (accurate gameplay, original ROM)		2019-11-29 21:20	0
2015	Feature	Progressed	Normal	Remove server-side audio system		2019-11-29 23:06	50
1998	Feature	New	Normal	Emulate original game menus (other settings moved to taskbar UI)		2017-04-03 18:43	0
1996	Feature	Progressed	High	Engine-managed "map spot / point of interest" mechanism		2019-11-29 23:06	20

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1986	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2020-12-08 08:27	0
1979	Feature	Feedback	Normal	Additional sound formats		2019-11-29 21:15	0
1976	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2019-11-29 21:56	0
1970	Feature	New	Normal	Scriptable map entry/exit, cycling		2019-11-29 21:13	0
1962	Feature	New	High	Revised network protocol based on libshell	skyjake	2018-07-29 16:53	0
1945	Feature	Resolved	Urgent	Efficient reuse of world geometry across multiple frames/passes	skyjake	2018-10-27 15:08	100
1938	Feature	New	Low	Polyobjs represented by 3D models		2019-11-29 21:12	0
1920	Feature	New	Normal	Tree navigator widget (libappfw)	skyjake	2017-02-08 12:06	0
1917	Feature	New	Normal	Copy alert text to Clipboard		2019-11-29 21:10	0
1905	Feature	New	Low	God mode console cheat that doesn't restore health		2019-11-29 21:09	0
1891	Feature	Progressed	Low	Notification area animations	skyjake	2019-11-29 21:37	10
1886	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
1877	Feature	New	Normal	[Updater] Use Sparkle for automatic updates (on OS X)	skyjake	2019-11-29 21:08	0
1869	Feature	New	Normal	Support 'shadowed' texture resources in animated textures		2017-04-03 18:40	0
1867	Feature	New	Normal	Extract patch/sprite offsets from PNG 'grAb' chunk (ZDoom)		2019-11-29 21:07	0
1865	Feature	New	Normal	Align 3D model's head with the target's direction		2019-11-29 21:06	0
1864	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2019-11-29 21:06	0
1851	Feature	New	Normal	[UI] Dynamic release notes		2019-11-30 08:09	0
1844	Feature	New	Normal	Support ZDoom's skill definitions in MAPINFO		2019-11-29 23:06	0
1842	Feature	Progressed	Normal	Support ZDoom's episode and hub definitions in MAPINFO		2019-11-29 12:31	40
1840	Feature	Progressed	Normal	Support ZDoom-extended MAPINFO format		2019-11-29 23:06	47
1793	Feature	New	Normal	Use rich formatting in help strings	skyjake	2019-11-29 22:49	0
1779	Feature	New	Normal	[Home] Show project news and dev blog		2019-11-29 20:27	0
1774	Feature	New	Normal	Use "-savedir" option to the configure where saves are stored		2017-04-03 14:27	0
1768	Feature	Progressed	High	Boom compatibility		2019-11-29 23:29	20
1767	Feature	New	High	Network delta profiler		2019-11-29 12:33	0
1765	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2019-11-29 20:20	0
1764	Feature	New	Normal	DMU 2.0: Generate network deltas		2019-11-29 20:19	0
1763	Feature	New	Normal	Autosaving		2019-11-29 20:19	0
1762	Feature	New	Normal	Game hierarchy		2019-11-29 20:18	0
1758	Feature	New	Low	Separate left/right modifier keys (Shift, Alt, etc.)	skyjake	2019-11-29 12:37	0
1757	Feature	New	High	Separate server and client sources		2019-11-29 20:17	20

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1754	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
1749	Feature	New	High	Built-in effects should come in resource packs	skyjake	2019-11-29 20:15	0
1745	Feature	Progressed	Normal	Performance optimization		2019-11-29 21:36	40
1727	Feature	New	Normal	Apply colored sector lighting by sector via DED		2019-11-29 19:26	0
1726	Feature	New	Normal	Remapping the colours on a texture via material def		2019-11-29 19:26	0
1699	Feature	New	High	Particle renderer 2.0		2017-04-03 18:55	0
1698	Feature	New	Normal	Editor for particle generators		2019-11-29 19:23	0
1694	Feature	New	Low	[Doom] Invulnerability animation: full bright sync, apply tic rate		2017-04-03 18:56	0
1688	Feature	New	High	Command line options documented with Amethyst		2017-04-08 10:08	0
1687	Feature	Progressed	Normal	In-game error dialogs (e.g., corrupt savegame)		2019-11-29 21:36	50
1677	Feature	New	Low	Square particle shape (option, as alternative to round particles)		2019-11-29 15:51	0
1668	Feature	New	Normal	Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range		2020-12-08 08:27	0
1663	Feature	New	Normal	Replace game-side color filter / special effect with LensFx		2017-04-03 18:59	0
1658	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2020-05-10 11:14	0
1649	Feature	New	Low	Option to disable HUD/menu font upscaling		2019-11-29 20:26	0
1648	Feature	Progressed	Urgent	Complete vanilla DOOM emulation		2019-12-31 11:10	0
1647	Feature	Progressed	High	Replace FS1 with FS2-based resource management	skyjake	2019-11-29 21:33	30
1646	Feature	New	Normal	Stereo 3D enhancements		2019-11-29 19:22	0
1640	Feature	Progressed	Normal	Support for id Tech 1 audio/graphic resource hacks		2019-11-29 23:06	0
1635	Feature	Resolved	Normal	HDR rendering	skyjake	2018-10-27 15:06	100
1633	Feature	New	High	Console commands and Doomsday Script	skyjake	2019-11-29 20:24	0
1632	Feature	New	High	InFine 2.0 (on top of Doomsday Script)	Deng Team	2019-11-29 12:31	0
1630	Feature	New	Urgent	Implement game menus with InFine (InFineWidget)	Deng Team	2019-11-29 12:31	0
1628	Feature	New	Normal	Surface meshes		2017-04-03 18:58	0
1626	Feature	New	Normal	Area-based fog		2017-04-03 19:35	0
1625	Feature	Progressed	Urgent	Per-pixel surface shading (bump/specular/reflection etc. mapping)	Deng Team	2016-07-06 00:03	20
1623	Feature	Progressed	Urgent	Shaders	skyjake	2018-10-27 15:14	60
1622	Feature	New	Urgent	Vanilla depth shading		2019-11-29 23:23	0
1620	Feature	Progressed	High	XG 2.0	Deng Team	2019-11-29 19:05	20
1618	Feature	New	Normal	Decorations/effects for game events (power up, damage, etc.)		2019-11-29 18:43	0
1617	Feature	New	High	Scoped definitions and variables	Deng Team	2016-12-01 20:17	0
1616	Feature	New	Normal	Selector for sprites		2019-11-29 18:35	0
1615	Feature	Progressed	Normal	Sloped planes	skyjake	2018-10-27 15:10	20

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1614	Feature	New	High	Improved demo recording and playback		2019-11-29 20:20	0
1608	Feature	Progressed	High	Integrate Doomsday Script	skyjake	2018-11-05 08:50	20
1607	Feature	New	Normal	Reset settings to defaults		2019-11-29 21:33	40
1604	Feature	New	High	Game rules (1p and MP)		2019-11-29 21:33	20
1603	Feature	Progressed	Urgent	Support for id Tech 1 map hacks		2019-12-15 07:34	50
1602	Feature	New	Normal	Improvements for map title in automap		2019-11-29 18:27	0
1601	Feature	In Progress	Urgent	Package management	skyjake	2019-10-14 10:44	80
1587	Feature	New	Normal	3D weapon behaviour		2017-04-03 15:02	0
1585	Feature	Progressed	Normal	[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)		2019-12-15 08:03	0
1582	Feature	New	Normal	Player actions while game is paused		2017-04-03 18:39	0
1580	Feature	New	High	Fix the Doom 64: Absolution TC plugin		2019-11-29 12:31	30
1579	Feature	New	Low	Dehacked 2.0 support		2019-11-29 12:31	0
1576	Feature	New	Normal	[MP] Option to retain weapons+ammo after death in co-op		2019-11-29 18:28	0
1573	Feature	New	Normal	Setting for number of samples used for antialiasing		2019-11-29 21:31	0
1571	Feature	New	Normal	On screen notification for Always Run		2019-11-29 19:18	0
1569	Feature	New	Lowest	[Hexen] Demo version cheat codes and "Beta" message		2019-11-29 19:16	0
1568	Feature	New	Normal	[Automap] Option for hiding non-blocking lines		2019-11-29 18:32	0
1566	Feature	New	Normal	[Automap] Reset line colors		2019-11-29 21:31	0
1565	Feature	New	High	[MP] Option to remove MP flagged weapons in co-op		2018-07-29 16:53	0
1563	Feature	New	Normal	Weapon text defs affect the Controls menu		2019-11-29 19:15	0
1559	Feature	New	Low	State and sprite without a mobj (SMT2A0/STLAG)		2019-11-29 19:14	0
1554	Feature	New	Normal	[Hexen] Remove fixed MAX_TID_COUNT limit		2019-11-29 19:11	0
1552	Feature	New	Normal	Tag 667 Compatibility Option	skyjake	2018-10-27 15:53	0
1551	Feature	New	Normal	Print unknown line/sector types to the console		2019-11-26 15:33	0
1548	Feature	Progressed	Normal	Multi-monitor support		2019-11-29 16:33	40
1547	Feature	New	Low	Command for manipulating numeric controls		2019-11-29 19:09	0
1546	Feature	New	Low	Option for particle generator to hide sprite		2019-11-29 15:45	0
1544	Feature	New	Normal	Support for ZDoom's Decorate function		2019-11-29 12:31	0
1542	Feature	New	High	Use hit origin for Damage generator		2019-11-29 19:08	0
1541	Feature	Progressed	High	Joystick axis settings (sensitivity, max speed)		2019-11-29 23:06	50
1539	Feature	Progressed	Normal	Armor, powerups (object status) controls 3D model representation	skyjake	2019-12-15 15:28	70
1537	Feature	New	Normal	[XG] Activation event option when changing line types		2017-04-03 18:48	0
1535	Feature	New	Normal	Option for fullbright textures affected by colored sectors		2019-11-29 19:02	0

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1532	Feature	New	Low	[Doom Heretic] Secret found message text		2019-11-29 15:44	0
1531	Feature	New	Normal	"take" cmd to take away pickup powers		2019-11-29 19:01	30
1530	Feature	New	Normal	[XG] ltf_count requirement		2017-04-03 18:48	0
1529	Feature	New	Normal	Sound affected by the world		2019-11-29 18:59	0
1526	Feature	New	Normal	[XG] Randomizing activation/deactivation wait timer		2017-04-03 18:48	0
1524	Feature	New	High	[XG] Ability to do anything with ammo, weapons and artefacts		2017-04-03 18:48	0
1523	Feature	New	Normal	[InFine] Skill level checks		2019-11-29 18:57	0
1516	Feature	New	Normal	[Heretic Hexen] Add Doom-like option for fast monsters		2018-10-27 15:56	0
1514	Feature	New	Low	GZdoom-like HUD (showing more information)		2019-11-29 18:52	0
1513	Feature	New	Low	Examples with escaped quotes in context help for ccmd alias	skyjake	2019-11-29 22:50	0
1512	Feature	New	Normal	List all impulses in context help for ccmd impulse		2019-11-29 20:27	0
1511	Feature	New	Low	List all cheats in context help for ccmd cheat		2019-11-29 22:50	0
1507	Feature	New	Normal	[InFine] Option to pause playing script if the game is paused		2017-04-03 18:48	0
1502	Feature	New	High	Load any supported image format from WAD lump		2016-03-27 08:06	0
1500	Feature	New	Normal	Support for ZDoom ZIP-as-WAD feature		2018-11-05 10:16	0
1499	Feature	New	Normal	Flag to disable mobj respawn on specific types		2017-04-03 18:48	0
1493	Feature	New	Normal	Opposites for mobj_gone and activator_type requirements		2017-04-03 18:48	0
1491	Feature	New	Normal	Variable damage for the pmf_crush plane move flag		2017-04-03 18:48	0
1489	Feature	New	Normal	Separate decor definitions for different plane types		2019-11-29 18:50	0
1488	Feature	New	Normal	Extended Hexen fullscreen HUD		2019-11-29 18:49	0
1480	Feature	New	Normal	Include screenshot in savegames		2019-11-29 21:28	0
1476	Feature	New	Normal	Support for the features of the Playpal and Colormap lumps		2017-04-03 18:42	0
1475	Feature	New	Normal	Spawnmobj "deaf" things		2019-11-29 18:46	0
1471	Feature	New	Normal	Standard definitions should conform to vanilla		2019-11-29 23:06	0
1467	Feature	New	High	[XG] Incorporate vanilla line/sector types		2017-04-03 18:48	0
1465	Feature	New	Normal	[XG] "Player needs object X" message		2017-04-03 18:48	0
1461	Feature	New	Normal	Separate chain/event derived/driven behaviour for XG		2017-04-03 18:48	0
1460	Feature	New	Normal	Remember the playing music in save game		2017-04-03 18:49	0
1459	Feature	New	Normal	Replacement of MT_POD unique behavior with flag		2019-11-29 18:49	0
1457	Feature	New	Normal	[MP] Option to choose items/weapons/ammo on spawn		2019-11-29 18:30	0
1451	Feature	New	Normal	[InFine] stopsound		2019-11-29 18:45	0
1449	Feature	Progressed	Urgent	Setup bindings/controls via taskbar UI	Deng Team	2016-07-05 23:54	10
1447	Feature	New	Normal	Co-op player actions (giving, healing)		2019-11-29 19:19	0

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1441	Feature	New	Low	[MP] Option: weaponstay deathmatch		2019-11-29 15:31	0
1440	Feature	New	Normal	Vanilla Doom collision-checking mode		2017-04-03 18:39	0
1439	Feature	New	Normal	XG: Spawn objects at player location		2017-04-03 18:48	0
1430	Feature	New	Normal	Particle generator decorations (e.g., particles from a wall)		2019-11-29 18:40	0
1416	Feature	New	Urgent	[Doom] Invisible "fuzz" effect		2017-04-03 18:43	0
1415	Feature	New	Low	[Master Server] Allow specifying server IP manually		2019-11-29 12:50	0
1414	Feature	New	Normal	Generate particles when touching a plane		2019-11-29 19:19	0
1412	Feature	New	Low	Camera effect: screen shaking		2019-11-29 19:21	0
1407	Feature	Progressed	Normal	Customizable console keys		2019-11-29 16:36	20
1406	Feature	New	Normal	Record particles and other effects in demos		2019-11-29 20:24	0
1401	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	Feature	New	Normal	XG plane movers vs. normal doors		2017-04-03 18:48	0
1394	Feature	New	High	Consistent map scoping in definitions		2019-11-29 21:25	0
1389	Feature	New	Normal	[InFine] Check if resource originates from an IWAD		2019-11-29 18:38	0
1388	Feature	New	High	3D floors (Z-overlapped sectors)		2017-04-03 18:57	0
1386	Feature	New	Normal	Stopping monster infighting		2019-11-29 18:37	0
1379	Feature	New	Normal	XG refs: evaluate params at runtime		2017-04-03 18:48	0
1376	Feature	New	Normal	Externally spawned mobs		2019-11-29 18:36	0
1374	Feature	New	Normal	XG refs: logical NOT		2017-04-03 18:48	0
1373	Feature	New	Normal	Improved ambient sounds		2019-11-29 16:45	0
1368	Feature	New	Low	More Alt Start positions in Generators		2019-11-29 15:27	0
1364	Feature	New	Low	More options for pt_line type particles		2019-11-29 15:26	0
1362	Feature	New	Normal	Smoothing of dynlights & halos	skyjake	2019-11-29 16:44	0
1361	Feature	Progressed	Normal	Rotation of objects away from walls during map load		2019-11-29 16:34	20
1357	Feature	New	Normal	[InFine] More blending modes (add/mul/inv etc)		2019-11-29 16:43	0
1350	Feature	New	Normal	Stair Builder: spread build on tagged sector range		2017-04-03 18:48	0
1336	Feature	New	Normal	Random textured particle direction		2019-11-29 16:43	0
1335	Feature	New	Normal	Random particle types		2019-11-29 16:42	0
1331	Feature	New	High	[InFine] Evaluate cvars with IF condition		2019-11-29 16:41	0
1327	Feature	New	Normal	Render extra plane in XG sector		2019-11-26 11:32	0
1325	Feature	Progressed	High	Boom line types and sectors		2019-11-29 23:06	20
1324	Feature	New	Normal	XG music lines		2017-04-03 18:48	0

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1323	Feature	New	Normal	Set skin on particle model from within particle generator		2016-08-09 10:56	0
1316	Feature	New	Normal	HHE support		2019-11-29 16:39	0
1314	Feature	New	Normal	Particle spawn rate affected by mobj visibility		2019-11-29 16:38	0
1308	Feature	Progressed	High	Splitscreen multiplayer		2019-11-29 16:28	40
1305	Feature	New	Lowest	Particle generator flag: instantly kill generator		2019-11-29 15:26	0
1301	Feature	Progressed	High	Redesigned DED Reader	skyjake	2019-11-29 16:27	80
1296	Feature	New	Normal	Light Stages for animated light sources		2019-11-29 16:24	0
1290	Feature	New	Normal	Session-only cvars		2019-11-26 15:33	0
1289	Feature	New	High	Flat-triggered particle generators created/destroyed on material change		2019-11-29 16:23	0
1287	Feature	New	Normal	Particle generator flag: transform center offset along with the object		2016-08-09 10:54	0
1276	Feature	New	Normal	Attach dynamic lights on models		2016-08-09 10:50	0
1266	Feature	New	High	Sound decorations		2019-11-29 16:21	0
1265	Feature	New	Low	Map-specific definitions in a WAD lump		2019-11-29 15:21	0
1264	Feature	New	Normal	Conditional decorations		2019-11-29 16:20	0
1252	Feature	Progressed	High	Integrate Hexen features into libcommon		2019-11-29 21:24	40
1242	Feature	New	High	Player weapon particle muzzle flashes (for external viewers only)		2019-11-29 16:19	0
1233	Feature	New	High	Surface decorations using 3D models		2015-12-22 13:15	0
1232	Feature	New	Low	Customiseable barrel explosion damage		2016-08-09 10:43	0
1231	Feature	New	Normal	Ragdoll physics		2019-11-29 16:05	0
1217	Feature	New	Normal	Controls for all supported games adjusted at the same time		2016-08-09 10:47	0
1213	Feature	New	Normal	[MP] Respawn items in co-op and deathmatch		2018-07-29 16:46	0
1203	Feature	Progressed	High	Additional save slots — revised save management	skyjake	2019-11-29 16:18	30
1202	Feature	New	Normal	[MP] Options for Heretic co-op		2018-07-29 16:46	0
1201	Feature	New	High	Dynamic shadows	skyjake	2019-11-29 16:15	50
1194	Feature	New	High	Viewing other players' cameras ("spy" command)		2019-11-29 16:14	0
1190	Feature	Progressed	High	External scripts for mobj behavior	skyjake	2019-11-29 16:13	30
1183	Feature	New	Normal	Default values printed with "help"		2019-11-29 22:50	0
1181	Feature	New	Normal	Ambient sounds (in XG sectors)		2017-04-03 18:48	0
1168	Feature	New	Normal	Real decals: bullet holes, blast marks, etc.		2017-04-03 19:35	0
1153	Feature	New	High	Customizable intermissions		2019-11-29 16:09	0
1139	Feature	New	Normal	More variations within repeated texture patterns with alternative textures (for detail textures)		2019-11-29 15:56	0
438	Feature	New	Low	Accurately hit testing fast projectiles (compatibility option)		2019-11-29 15:24	0
390	Feature	New	Low	Alignpitch/yaw flags for model particles		2019-11-29 23:09	0



#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
9	Feature	Progressed	High	Use local server to run single-player games		2019-11-29 20:21	0
7	Feature	Progressed	Urgent	Next-gen renderer (codename "Gloom")	skyjake	2018-10-27 16:10	30
6	Feature	Progressed	Normal	Draw lens flares using GL2	skyjake	2016-08-09 11:05	50
4	Feature	In Progress	Normal	UI improvements	skyjake	2019-11-29 21:27	80