

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 908  | Doomsday Engine | Bug     | New        | High     | Detail texture maximum distance ignored  |          | 2017-04-03 14:59 | 0      |
| 2027 | Doomsday Engine | Bug     | New        | Normal   | Doom64TC map is missing 'on' textures for switches   |          | 2019-11-29 21:58 | 0      |
| 2257 | Doomsday Engine | Bug     | New        | Normal   | FIREBLU texture replacements blink in Doom II  |          | 2017-07-18 11:01 | 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      |
| 1078 | Doomsday Engine | Bug     | New        | High     | Patch texture composition logic errors   |          | 2019-11-29 23:06 | 0      |
| 1923 | Doomsday Engine | Bug     | New        | Normal   | PNG textures render as solid black (embedded in WAD)   |          | 2016-10-27 12:51 | 0      |
| 1168 | Doomsday Engine | Feature | New        | Normal   | Real decals: bulletholes, blastmarks, etc.   |          | 2017-04-03 19:35 | 0      |
| 1869 | Doomsday Engine | Feature | New        | Normal   | Support 'shadowed' texture resources in animated textures  |          | 2017-04-03 18:40 | 0      |
| 877  | Doomsday Engine | Bug     | New        | High     | Texture offset anomaly   |          | 2019-11-29 23:06 | 0      |
| 1104 | Doomsday Engine | Bug     | Progressed | Normal   | Replacement flats VS texture animations  |          | 2017-04-03 14:43 | 0      |