

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|-------------|----------|---|-----------|------------------|--------|
| 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 |
| 2442 | Doomsday Engine | Bug | Resolved | Low | Plane texture misalignment with non-64x64 size | skyjake | 2021-01-13 22:06 | 100 |
| 2440 | Doomsday Engine | Bug | New | Normal | [2.3] Render Hack Regressions | skyjake | 2021-01-24 10:20 | 0 |
| 2399 | Doomsday Engine | Bug | New | Normal | [Render hack] TNT map21: Transparent doors | skyjake | 2020-12-08 08:26 | 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 |
| 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 |
| 2383 | Doomsday Engine | Feature | New | Normal | Stereo rendering convergence setting | Deng Team | 2019-12-27 14:41 | 0 |
| 2376 | Doomsday Engine | Bug | In Progress | Low | Map geometry is garbled using GCC 5 on Fedora | skyjake | 2021-10-10 22:20 | 0 |
| 2370 | Doomsday Engine | Bug | In Progress | Normal | [2.3 Unstable] Render Hack Regressions | skyjake | 2020-02-23 15:13 | 90 |
| 2363 | Doomsday Engine | Bug | New | Normal | Light Amplification powerup doesn't affect psprite 3D models | skyjake | 2020-12-08 08:26 | 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 |
| 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 |
| 2195 | Doomsday Engine | Feature | New | Normal | Permanent blood (surface decal effect) | | 2017-01-22 08:50 | 0 |
| 2188 | Doomsday Engine | Feature | New | Normal | Use OpenVR SDK for virtual reality | | 2016-11-30 07:43 | 0 |
| 2170 | Doomsday Engine | Feature | Progressed | Normal | Improved sequence-based model animation mechanism | skyjake | 2016-08-07 09:01 | 10 |
| 2159 | Doomsday Engine | Feature | New | Normal | Enhanced control over model animation sequences | skyjake | 2016-05-13 14:03 | 0 |
| 2048 | Doomsday Engine | Bug | New | High | Particle effects obscure map objects | | 2017-04-03 13:46 | 0 |
| 2041 | Doomsday Engine | Bug | New | Normal | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248} | | 2017-04-03 13:48 | 0 |
| 1945 | Doomsday Engine | Feature | Resolved | Urgent | Efficient reuse of world geometry across multiple frames/passes | skyjake | 2018-10-27 15:08 | 100 |
| 1938 | Doomsday Engine | Feature | New | Low | Polyobjs represented by 3D models | | 2019-11-29 21:12 | 0 |
| 1897 | Doomsday Engine | Bug | New | Low | Slightly different sprite clipping in Dday versus vanilla | | 2017-04-03 18:32 | 0 |
| 1815 | Doomsday Engine | Bug | New | Normal | Screen wipe still smoothed with Vanilla renderer profile (console transition) | | 2018-11-05 17:31 | 0 |
| 1783 | Doomsday Engine | Bug | New | Normal | Ambient occlusion crosses sectors with different heights | | 2017-04-03 14:23 | 0 |
| 1699 | Doomsday Engine | Feature | New | High | Particle renderer 2.0 | | 2017-04-03 18:55 | 0 |
| 1694 | Doomsday Engine | Feature | New | Low | [Doom] Invulnerability animation: full bright sync, apply tic rate | | 2017-04-03 18:56 | 0 |
| 1677 | Doomsday Engine | Feature | New | Low | Square particle shape (option, as alternative to round particles) | | 2019-11-29 15:51 | 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 |

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| 1663 | Doomsday Engine | Feature | New | Normal | Replace game-side color filter / special effect with LensFx | | 2017-04-03 18:59 | 0 |
| 1648 | Doomsday Engine | Feature | Progressed | Urgent | Complete vanilla DOOM emulation | | 2019-12-31 11:10 | 0 |
| 1646 | Doomsday Engine | Feature | New | Normal | Stereo 3D enhancements | | 2019-11-29 19:22 | 0 |
| 1635 | Doomsday Engine | Feature | Resolved | Normal | HDR rendering | skyjake | 2018-10-27 15:06 | 100 |
| 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 |
| 1623 | Doomsday Engine | Feature | Progressed | Urgent | Shaders | skyjake | 2018-10-27 15:14 | 60 |
| 1622 | Doomsday Engine | Feature | New | Urgent | Vanilla depth shading | | 2019-11-29 23:23 | 0 |
| 1616 | Doomsday Engine | Feature | New | Normal | Selector for sprites | | 2019-11-29 18:35 | 0 |
| 1615 | Doomsday Engine | Feature | Progressed | Normal | Sloped planes | skyjake | 2018-10-27 15:10 | 20 |
| 1603 | Doomsday Engine | Feature | Progressed | Urgent | Support for id Tech 1 map hacks | | 2019-12-15 07:34 | 50 |
| 1585 | Doomsday Engine | Feature | Progressed | Normal | [Map Hack] Extra plane (e.g., Hell Revealed II MAP01) | | 2019-12-15 08:03 | 0 |
| 1535 | Doomsday Engine | Feature | New | Normal | Option for fullbright textures affected by colored sectors | | 2019-11-29 19:02 | 0 |
| 1476 | Doomsday Engine | Feature | New | Normal | Support for the features of the Playpal and Colormap lumps | | 2017-04-03 18:42 | 0 |
| 1388 | Doomsday Engine | Feature | New | High | 3D floors (Z-overlapped sectors) | | 2017-04-03 18:57 | 0 |
| 1362 | Doomsday Engine | Feature | New | Normal | Smoothing of dynlights & halos | skyjake | 2019-11-29 16:44 | 0 |
| 1327 | Doomsday Engine | Feature | New | Normal | Render extra plane in XG sector | | 2019-11-26 11:32 | 0 |
| 1314 | Doomsday Engine | Feature | New | Normal | Particle spawn rate affected by mobj visibility | | 2019-11-29 16:38 | 0 |
| 1201 | Doomsday Engine | Feature | New | High | Dynamic shadows | skyjake | 2019-11-29 16:15 | 50 |
| 1168 | Doomsday Engine | Feature | New | Normal | Real decals: bulletholes, blastmarks, etc. | | 2017-04-03 19:35 | 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 |
| 967 | Doomsday Engine | Bug | New | Low | Sprite angling incorrect at sharp angles | | 2017-04-03 14:59 | 0 |
| 918 | Doomsday Engine | Bug | New | Low | Particles and looking up/down sharply | | 2017-04-03 14:59 | 0 |
| 910 | Doomsday Engine | Bug | New | Normal | Flat tiling error with custom flats | | 2017-04-03 14:59 | 0 |
| 908 | Doomsday Engine | Bug | New | High | Detail texture maximum distance ignored | | 2017-04-03 14:59 | 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 |
| 882 | Doomsday Engine | Bug | New | Normal | Fullbright psprites and colored lighting | | 2017-04-03 14:59 | 0 |
| 877 | Doomsday Engine | Bug | New | High | Texture offset anomaly | | 2019-11-29 23:06 | 0 |
| 684 | Doomsday Engine | Bug | New | Normal | Sprites moving up if their bottom intersects the floor | | 2017-04-03 18:32 | 0 |
| 552 | Doomsday Engine | Bug | New | Normal | Ambient occlusion on middle surfaces of 2-sided lines | | 2019-11-30 08:05 | 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 |

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| 263 | Doomsday Engine | Bug | New | Normal | Particles rendered at wrong height | | 2017-04-03 15:08 | 0 |
| 7 | Doomsday Engine | Feature | Progressed | Urgent | Next-gen renderer (codename "Gloom") | skyjake | 2018-10-27 16:10 | 30 |
| 6 | Doomsday Engine | Feature | Progressed | Normal | Draw lens flares using GL2 | skyjake | 2016-08-09 11:05 | 50 |