

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|-------------|----------|---|----------|------------------|--------|
| 2403 | Doomsday Engine | Feature | New         | Normal   | User-provided particle texture flipbook (atlas)   | skyjake  | 2020-12-08 08:27 | 0      |
| 2382 | Doomsday Engine | Bug     | New         | High     | Recognizing IWAD/PWAD files with more accuracy (using CRC-32)                                 | skyjake  | 2020-12-08 08:26 | 0      |
| 2350 | Doomsday Engine | Bug     | New         | Low      | [Doom] Status bar drawing glitch in Doom Registered v1.1                                      | skyjake  | 2020-01-03 06:48 | 0      |
| 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      |
| 2333 | Doomsday Engine | Feature | New         | Normal   | Extend info about server wads (filename, checksum)  |          | 2019-11-29 22:35 | 0      |
| 2331 | Doomsday Engine | Bug     | New         | Normal   | Server doesn't check wads (connecting via command line)                                       |          | 2019-11-29 22:31 | 0      |
| 2324 | Doomsday Engine | Bug     | New         | Normal   | Sky texture issue upon MOD loading/unloading in game  |          | 2019-11-29 22:31 | 0      |
| 2295 | Doomsday Engine | Feature | New         | Normal   | Support XBOX version of Doom  |          | 2018-11-18 07:45 | 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      |
| 2192 | Doomsday Engine | Feature | New         | Low      | Procedural images generated based on a text file (.deimage)                                   | skyjake  | 2017-03-04 09:25 | 0      |
| 2185 | Doomsday Engine | Feature | In Progress | High     | Package repositories  | skyjake  | 2019-10-14 10:43 | 60     |
| 2170 | Doomsday Engine | Feature | Progressed  | Normal   | Improved sequence-based model animation mechanism   | skyjake  | 2016-08-07 09:01 | 10     |
| 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     |
| 1979 | Doomsday Engine | Feature | Feedback    | Normal   | Additional sound formats  |          | 2019-11-29 21:15 | 0      |
| 1929 | Doomsday Engine | Bug     | Progressed  | Normal   | Sprite priority handling  |          | 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      |
| 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)                                    |          | 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      |
| 1840 | Doomsday Engine | Feature | Progressed  | Normal   | Support ZDoom-extended MAPINFO format   |          | 2019-11-29 23:06 | 47     |
| 1768 | Doomsday Engine | Feature | Progressed  | High     | Boom compatibility  |          | 2019-11-29 23:29 | 20     |
| 1762 | Doomsday Engine | Feature | New         | Normal   | Game hierarchy  |          | 2019-11-29 20:18 | 0      |
| 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      |
| 1649 | Doomsday Engine | Feature | New         | Low      | Option to disable HUD/menu font upscaling   |          | 2019-11-29 20:26 | 0      |
| 1647 | Doomsday Engine | Feature | Progressed  | High     | Replace FS1 with FS2-based resource management  | skyjake  | 2019-11-29 21:33 | 30     |
| 1646 | Doomsday Engine | Feature | New         | Normal   | Stereo 3D enhancements  |          | 2019-11-29 19:22 | 0      |
| 1640 | Doomsday Engine | Feature | Progressed  | Normal   | Support for id Tech 1 audio/graphic resource hacks  |          | 2019-11-29 23:06 | 0      |
| 1606 | Doomsday Engine | Bug     | Progressed  | Normal   | M_THERMM and HUD message font replacement   |          | 2017-04-03 14:40 | 0      |
| 1601 | Doomsday Engine | Feature | In Progress | Urgent   | Package management  | skyjake  | 2019-10-14 10:44 | 80     |

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| 1502 | Doomsday Engine | Feature | New    | High     | Load any supported image format from WAD lump      |          | 2016-03-27 08:06 | 0      |
| 1500 | Doomsday Engine | Feature | New    | Normal   | Support for ZDoom ZIP-as-WAD feature               |          | 2018-11-05 10:16 | 0      |
| 1389 | Doomsday Engine | Feature | New    | Normal   | [InFine] Check if resource originates from an IWAD |          | 2019-11-29 18:38 | 0      |