

## Doomsday Engine - Feature #1640

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

### Support for id Tech 1 audio/graphic resource hacks

2013-10-24 08:22 - skyjake

<b>Status:</b> Progressed	<b>Start date:</b> 2014-09-29
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Vanilla emulation	
<b>Target version:</b> Vanilla / Gameplay	
<b>Description</b>	
<b>Subtasks:</b>	
Feature # 1869: Support 'shadowed' texture resources in animated textures <span style="float: right;"><b>New</b></span>	

### History

#### #1 - 2013-10-24 08:22 - skyjake

- Status changed from New to In Progress

#### #2 - 2013-11-02 14:28 - skyjake

- Parent task set to #1648

#### #3 - 2013-12-16 10:31 - skyjake

- Target version changed from 1.13 to 1.14

#### #4 - 2014-03-14 16:47 - danij

- Target version changed from 1.14 to 1.15

#### #5 - 2014-07-02 01:44 - danij

- % Done changed from 0 to 20

#### #6 - 2014-09-15 11:11 - danij

- Target version deleted (1.15)

#### #7 - 2016-07-05 23:56 - skyjake

- Status changed from In Progress to Progressed

#### #8 - 2017-04-03 18:39 - skyjake

- Target version set to Vanilla / Gameplay

#### #9 - 2019-11-29 23:06 - skyjake

- Assignee deleted (danij)