

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|--|-----------|------------------|--------|
| 1999 | Doomsday Engine | Bug     | New         | Normal   | Window focus/close events ignored during busy mode (should defer)                                  |           | 2017-04-03 13:55 | 0      |
| 1548 | Doomsday Engine | Feature | Progressed  | Normal   | Multi-monitor support  |           | 2019-11-29 16:33 | 40     |
| 1915 | Doomsday Engine | Bug     | Feedback    | Lowest   | Click-to-focus also handled as UI click  | Deng Team | 2017-04-03 14:05 | 0      |
| 2265 | Doomsday Engine | Bug     | New         | Normal   | [Windows] Improved fullscreen Alt-Tab / focus lost behavior  | skyjake   | 2018-10-27 16:03 | 0      |
| 1886 | Doomsday Engine | 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     |