Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
778	Doomsday Engine	Bug	Progressed	Urgent	Gamepad usability issues		2020-05-10 11:09	0
1041	Doomsday Engine	Bug	New	High	[Windows] Pressing Alt/AltGr key confuses turning		2019-11-29 23:06	0
1042	Doomsday Engine	Bug	New	High	[Windows] Alt key and console activation		2019-11-29 23:06	0
1308	Doomsday Engine	Feature	Progressed	High	Splitscreen multiplayer		2019-11-29 16:28	40
1449	Doomsday Engine	Feature	Progressed	Urgent	Setup bindings/controls via taskbar UI	Deng Team	2016-07-05 23:54	10
1541	Doomsday Engine	Feature	Progressed	High	Joystick axis settings (sensitivity, max speed)		2019-11-29 23:06	50
1547	Doomsday Engine	Feature	New	Low	Command for manipulating numeric controls		2019-11-29 19:09	0
1758	Doomsday Engine	Feature	New	Low	Separate left/right modifier keys (Shift, Alt, etc.)	skyjake	2019-11-29 12:37	0
1828	Doomsday Engine	Bug	New	Low	Tutorial doesn't claim mouse after clicking during launch		2017-04-03 14:15	0
1880	Doomsday Engine	Bug	New	High	Key repeat rate is dependent on the user's configuration at OS level		2017-04-03 14:10	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
1915	Doomsday Engine	Bug	Feedback	Lowest	Click-to-focus also handled as UI click	Deng Team	2017-04-03 14:05	0
1999	Doomsday Engine	Bug	New	Normal	Window focus/close events ignored during busy mode (should defer)		2017-04-03 13:55	0
2259	Doomsday Engine	Bug	New	Normal	Mouse unusable on ArchLinux with Gnome / Wayland		2018-07-29 16:44	0
2439	Doomsday Engine	Feature	New	Normal	Copy/paste to/from clipboard in the command prompt	Deng Team	2021-01-03 07:22	0