

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject                                                                                            | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|----------------------------------------------------------------------------------------------------|-----------|------------------|--------|
| 2439 | Doomsday Engine | Feature | New         | Normal   | Copy/paste to/from clipboard in the command prompt                                                 | Deng Team | 2021-01-03 07:22 | 0      |
| 778  | Doomsday Engine | Bug     | Progressed  | Urgent   | Gamepad usability issues                                                                           |           | 2020-05-10 11:09 | 0      |
| 1541 | Doomsday Engine | Feature | Progressed  | High     | Joystick axis settings (sensitivity, max speed)                                                    |           | 2019-11-29 23:06 | 50     |
| 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      |
| 1547 | Doomsday Engine | Feature | New         | Low      | Command for manipulating numeric controls                                                          |           | 2019-11-29 19:09 | 0      |
| 1308 | Doomsday Engine | Feature | Progressed  | High     | Splitscreen multiplayer                                                                            |           | 2019-11-29 16:28 | 40     |
| 1758 | Doomsday Engine | Feature | New         | Low      | Separate left/right modifier keys (Shift, Alt, etc.)                                               | skyjake   | 2019-11-29 12:37 | 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     |
| 2259 | Doomsday Engine | Bug     | New         | Normal   | Mouse unusable on ArchLinux with Gnome / Wayland                                                   |           | 2018-07-29 16:44 | 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      |
| 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      |
| 1449 | Doomsday Engine | Feature | Progressed  | Urgent   | Setup bindings/controls via taskbar UI                                                             | Deng Team | 2016-07-05 23:54 | 10     |