

Issues

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