

## 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