

Issues

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