

Doomsday Engine - Bug #2265

[Windows] Improved fullscreen Alt-Tab / focus lost behavior

2017-10-30 07:29 - skyjake

Status:	New	Start date:	2017-10-30
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	User experience		
Target version:	Input and game controllers		
Description			
When Doomsday is running in fullscreen on Windows, if the app loses focus (either via Alt-Tab or other means), Doomsday should pause the game, hide the window, and restore the desktop display mode.			
When focus is regained, everything should be restored to the state it was before losing focus.			

History

#1 - 2018-10-27 16:03 - skyjake

- Target version changed from 72 to Input and game controllers