

Terminal 2.0 Roadmap

NOTE

This document has been superseded by the [Terminal 2022 Roadmap](#). Please refer to that document for the updated roadmap.

Overview

This document outlines the roadmap towards delivering Windows Terminal 2.0.

Milestones

Windows Terminal is engineered and delivered as a set of 6-week milestones. New features will go into [Windows Terminal Preview](#) first, then a month after they've been in Preview, those features will move into [Windows Terminal](#).

Duration	Activity	Releases
4 weeks	Dev Work <ul style="list-style-type: none">Fixes / Features for future Windows ReleasesFixes / Features for Windows Terminal	Release to Internal Selfhosters at end of week 4
1 week	Quality & Stability <ul style="list-style-type: none">Bug FixesPerf & StabilityUI PolishTestsetc.	Push to Microsoft Store at end of week 5
1 week	Release <ul style="list-style-type: none">Available from Microsoft Store & GitHub ReleasesRelease Notes & Announcement Blog publishedEngineering System MaintenanceCommunity EngagementDocsFuture Milestone Planning	Release available from Microsoft Store & GitHub Releases

Terminal Roadmap / Timeline

Below is the schedule for when milestones will be included in release builds of Windows Terminal and Windows Terminal Preview. The dates are rough estimates and are subject to change.

Milestone End Date	Milestone Name	Preview Release Blog Post
2020-06-18	1.1 in Windows Terminal Preview	Windows Terminal Preview 1.1 Release
2020-07-31	1.2 in Windows Terminal Preview 1.1 in Windows Terminal	Windows Terminal Preview 1.2 Release

2020-08-31	1.3 in Windows Terminal Preview 1.2 in Windows Terminal	Windows Terminal Preview 1.3 Release
2020-09-30	1.4 in Windows Terminal Preview 1.3 in Windows Terminal	Windows Terminal Preview 1.4 Release
2020-11-30	1.5 in Windows Terminal Preview 1.4 in Windows Terminal	Windows Terminal Preview 1.5 Release
2021-01-31	1.6 in Windows Terminal Preview 1.5 in Windows Terminal	Windows Terminal Preview 1.6 Release
2021-03-01	1.7 in Windows Terminal Preview 1.6 in Windows Terminal	Windows Terminal Preview 1.7 Release
2021-04-14	1.8 in Windows Terminal Preview 1.7 in Windows Terminal	Windows Terminal Preview 1.8 Release
2021-05-31	1.9 in Windows Terminal Preview 1.8 in Windows Terminal	Windows Terminal Preview 1.9 Release
2021-07-14	1.10 in Windows Terminal Preview 1.9 in Windows Terminal	Windows Terminal Preview 1.10 Release
2021-08-31	1.11 in Windows Terminal Preview 1.10 in Windows Terminal	Windows Terminal Preview 1.11 Release
2021-10-20	1.12 in Windows Terminal Preview 1.11 in Windows Terminal	Windows Terminal Preview 1.12 Release


Issue Triage & Prioritization

Incoming issues/asks/etc. are triaged several times a week, labeled appropriately, and assigned to a milestone in priority order:

- P0 (serious crashes, data loss, etc.) issues are scheduled to be dealt with ASAP
- P1/2 issues/features/asks assigned to the current or future milestone, or to the [Terminal 2.0 milestone](#) for future assignment, if required to deliver a 2.0 feature
- Issues/features/asks not on our list of 2.0 features are assigned to the [Terminal Backlog](#) for subsequent triage, prioritization & scheduling.










2.0 Scenarios




The following are a list of the key scenarios we're aiming to deliver for Terminal 2.0.

 *Note: There are many other features that don't fit within 2.0, but will be re-assessed and prioritized for 3.0, the plan for which will be published in 2021.*

Priority*	Scenario	Description/Notes	State
0	Settings UI	<p>A user interface that connects to settings.json. This provides a way for people to edit their settings without having to edit a JSON file.</p> <p>Issue: #1564</p>	✓

		Specs: #6720 , #6904 Implementation: #7283 , #7370 , #8048	
0	Command palette	A popup menu to list possible actions and commands. Issues: #5400 , #2046 Spec: #2193 Implementation: #6635	✓
1	Tab tear-off	The ability to tear a tab out of the current window and spawn a new window or attach it to a separate window. Issue: #1256 , #5000 Spec: #2080 , #7240	📄
1	Clickable links	Hyperlinking any links that appear in the text buffer. When clicking on the link, the link will open in your default browser. Issue: #574 Implementation: #7251	✓
1	Default terminal	If a command-line application is spawned, it should open in Windows Terminal (if installed) or your preferred terminal Issue: #492 Spec: #2080 , #7414	✓
1	Overall theme support	Tab coloring, title bar coloring, pane border coloring, pane border width, definition of what makes a theme Issue: #3327 Spec: #5772	👉
1	Open profile elevated	Configure profiles to always open elevated (if Terminal was run unelevated) Issue: #5000 , #632 Spec: #8455	📄
1	Open tab in existing window	Open new tabs in existing Terminal windows Issue: #5000 , #4472 Spec: #8135	✓
1	Traditional opacity	Have a transparent background without the acrylic blur. Issue: #603	✓
2	SnapOnOutput, scroll lock	Pause output or scrolling on click. Issue: #980 Spec: #2529 Implementation: #6062	✓

2	Infinite scrollbar	Have an infinite history for the text buffer. Issue: #1410	
2	Pane management	All issues listed out in the original issue. Some features include pane resizing with mouse, pane zooming, and opening a pane by prompting which profile to use. Issue: #1000	
2	Theme marketplace	Marketplace for creation and distribution of themes. Dependent on overall theming	
2	Jump list	Show profiles from task bar (on right click)/start menu. Issue: #576 Implementation: #7515	
2	Open with multiple tabs	A setting that allows Windows Terminal to launch with a specific tab configuration (not using only command line arguments). Issue: #756	
3	Open in Windows Terminal	Functionality to right click on a file or folder and select Open in Windows Terminal. Issue: #1060 Implementation: #6100	
3	Session restoration	Launch Windows Terminal and the previous session is restored with the proper tab and pane configuration and starting directories. Issues: #961 , #960 , #766	
3	Quake mode	Provide a quick launch terminal that appears and disappears when a hotkey is pressed. Issue: #653	
3	Settings migration infrastructure	Migrate people's settings without breaking them. Hand-in-hand with settings UI.	
3	Pointer bindings	Provide settings that can be bound to the mouse. Issue: #1553	

- : The feature is currently in progress
- : The feature is complete and shipped in a Preview build
- : The feature is at risk of being punted to a future release cycle (beyond 2.0)

Feature Notes:

* Feature Priorities:

0. Mandatory
1. Optimal
2. Optional / Stretch-goal