

## 🚧 THIS PAGE IS UNDER CONSTRUCTION 🚧

We track all of the work that we need to do on the Terminal on this repo. However, with 1000+ open issues on the repo, it can be hard to track down exactly which thread you're looking for, or to find out if an issue is already being tracked. Sometimes, the team will reserve an issue to link a whole bunch of related issues. We'll call these threads "megathread"s, "scenario"s, or "epic"s fairly interchangeably.

Generally, a megathread will be used:

- When we have a large bucket of bugs that we think are all related to one another
- After we make the initial commit for a feature that has a large number of follow-up tasks

This is a list of all the megathreads we're currently tracking, and a brief summary of each of them.

- ☐ [#1000](#) - Add support for panes
- ☐ [#1375](#) - Design still subject to change, UI is pretty okay though
- ☒ [#1564](#) - Implement Settings UI
- ☐ [#1625](#) - Fix remaining issues with non-client drawing
- ☐ [#1790](#) - Add configuration options for font rendering things (fallback, line height, ligatures, ...)
- ☐ [#3327](#) - Add comprehensive XAML "theming" functionality
- ☐ [#3486](#) - Fullscreen Mode follow-up work
- ☐ [#3920](#) - Search v2
- ☐ [#4000](#) - Add support for 3rd-party extensions
- ☐ [#4200](#) - ResizeWithReflow and related issues in Windows Terminal; and the follow-up #5800 - 2 Resize

### 2 Reflow

- ☐ [#4993](#) - Keyboard Text Selection
- ☐ [#4632](#) - Commandline Args Follow-Up Work
- ☒ [#4999](#) - Improved keyboard handling / "win32-input-mode"
- ☐ [#5000](#) - Process Model v2
- ☐ [#5001](#) - Add support for hyperlinks
- ☐ [#5400](#) - Command Palette
- ☐ [#6106](#) - TerminalControl Interactivity Improvements
- ☒ [#6680](#) - Sometimes, focus moves weirdly
- ☐ [#6700](#) - Progress Bar Follow-ups
- ☐ [#6800](#) - Settings UI Completion
- ☐ [#6879](#) - Improved support for different graphics renditions [VT, SGR]
- ☐ [#6900](#) - Introduce Actions page to the Settings UI
- ☐ [#7001](#) - Tests we should maybe write someday
- ☐ [#8888](#) - Quake Mode & Global Summon
- ☐ [#9001](#) - Infinite buffer support follow-ups
- ☐ [#10563](#) - vtebench tracking issue
- ☐ [#9999](#) - AtlasEngine bugs and missing features ( `experimental.useAtlasEngine` )

### Things probably needing threads

- Broadcast input follow-ups
- Focus Mode follow ups
- Alt Buffer