

## Distorted Android - Bug #30

### Blur with zero radius changes opacity

04/11/2018 11:01 PM - Leszek Koltunski

<b>Status:</b>	Closed	<b>Start date:</b>	04/11/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Leszek Koltunski	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
As discovered by the 'Transparency' app, Blur with zero radius is not a no-op as it is supposed to be - at least not in case of partly transparent objects. It appears to lower the level of opacity!			

#### History

##### #1 - 04/12/2018 11:06 PM - Leszek Koltunski

- Assignee set to Leszek Koltunski
- % Done changed from 0 to 100

Commit [library|8dccc3c2](#) fixes this.

##### #2 - 04/12/2018 11:06 PM - Leszek Koltunski

- Status changed from New to Closed