# Distorted Android - Bug #30

## Blur with zero radius changes opacity

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

| | | | |
|---|---|---|---|
| **Status:** | Closed | **Start date:** | 04/11/2018 |
| **Priority:** | Normal | **Due date:** | |
| **Assignee:** | Leszek Koltunski | **% Done:** | 100% |
| **Category:** | | **Estimated time:** | 0.00 hour |
| **Target version:** | | | |

**Description**

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*