# Distorted Android - Issues

| # | Tracker | Status | Priority | Subject | Assignee | % Done | Updated |
|---|---------|--------|----------|---------|----------|--------|---------|
| 61 | Bug | New | Normal | Z-fighting when blurring a flat surface | | 0 | 12/03/2020 04:03 PM |
| 36 | Feature | New | Normal | Mesh Importer | | 0 | 06/16/2020 12:52 PM |
| 33 | Bug | New | Normal | Issues on PowerVR GE8100 | | 0 | 04/18/2020 12:08 AM |
| 24 | Feature | New | Normal | New Effect: Fourier | | 0 | 01/27/2017 01:19 PM |
| 4 | Feature | New | Normal | New Effect: hue | | 0 | 01/11/2017 10:53 PM |
| 8 | Feature | New | Normal | Add support for new types of Regions | Leszek Koltunski | 20 | 02/27/2020 03:16 PM |
| 63 | Bug | New | Normal | Adreno 510: problems with UBO in fragment shader | Leszek Koltunski | 30 | 01/13/2021 12:31 PM |
| 60 | Bug | Closed | Normal | Problems with GLOW efffect | Leszek Koltunski | 100 | 08/27/2020 12:55 PM |
| 59 | Feature | Closed | Normal | Add possibility to stop and restart time | Leszek Koltunski | 100 | 07/20/2020 10:19 PM |
| 58 | Bug | Closed | Normal | Remove the Inflate vectors | Leszek Koltunski | 100 | 08/26/2020 10:07 PM |
| 44 | Feature | Closed | Normal | Distorted's own Mesh file format | Leszek Koltunski | 100 | 06/15/2020 09:04 PM |
| 40 | Feature | Closed | Normal | Apply static Vertex effects to a Mesh | Leszek Koltunski | 100 | 05/29/2020 08:14 PM |
| 39 | Feature | Closed | Normal | New MeshTriangular | Leszek Koltunski | 100 | 03/02/2020 12:35 AM |
| 38 | Feature | Closed | Normal | Apply Matrix effects to a Mesh | Leszek Koltunski | 100 | 03/03/2020 11:30 PM |
| 37 | Feature | Closed | Normal | Joining Meshes together | Leszek Koltunski | 100 | 03/05/2020 12:41 AM |
| 35 | Feature | Closed | Normal | New mesh: Sphere | Leszek Koltunski | 100 | 12/19/2018 12:08 AM |
| 32 | Feature | Closed | Normal | Make it possible to use multiple copies of the library | Leszek Koltunski | 100 | 11/30/2020 09:09 PM |
| 30 | Bug | Closed | Normal | Blur with zero radius changes opacity | Leszek Koltunski | 100 | 04/12/2018 11:06 PM |
| 29 | Bug | Closed | Normal | Postprocessed surface incorrectly merged | Leszek Koltunski | 100 | 05/30/2018 01:02 PM |
| 28 | Bug | Closed | Normal | Blur: looks of a blurred object depend on what's underneath | Leszek Koltunski | 100 | 04/13/2018 12:19 AM |
| 27 | Bug | Closed | Normal | Blur effect: incorrect at the borders | | 100 | 12/13/2018 10:43 PM |
| 26 | Feature | Closed | Normal | Use SSBO for storing effect arrays | Leszek Koltunski | 100 | 01/10/2021 11:25 AM |
| 23 | Bug | Closed | Normal | FOV is a static global variable | Leszek Koltunski | 100 | 12/07/2016 12:11 PM |
| 22 | Bug | Closed | Normal | Arrangement of triangles causes unpleasant 'steps' along the NW-SE line | Leszek Koltunski | 100 | 07/31/2016 02:16 PM |
| 21 | Bug | Closed | Normal | SHEAR effect: support Z-shear | Leszek Koltunski | 100 | 07/17/2016 09:45 PM |
| 20 | Feature | Closed | Normal | DEFORM Effect: support Deforming in the Z-direction | Leszek Koltunski | 100 | 11/24/2016 02:38 PM |
| 19 | Bug | Closed | Normal | SWIRL effect: mess if Center out of Region | Leszek Koltunski | 100 | 07/16/2016 11:18 PM |
| 18 | Bug | Closed | Normal | DISTORT effect: disappearing triangles | Leszek Koltunski | 100 | 04/13/2018 12:19 AM |
| 17 | Bug | Closed | Normal | Regions of Fragment Effects migrate | Leszek Koltunski | 100 | 08/11/2016 10:43 PM |
| 16 | Bug | Closed | Normal | When rotated at an angle, surfaces get increasingly transparent | Leszek Koltunski | 100 | 04/13/2018 12:19 AM |
| 14 | Feature | Closed | Normal | App checking arrangement of DistortedCubes into a DistortedTree. | Distorted Admin | 100 | 12/14/2016 11:31 PM |

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|---|---------|--------|----------|---------|----------|--------|---------|
| 13 | Feature | Closed | Normal | App checking Fragment effects on a DistortedCubes target | Distorted Admin | 100 | 07/07/2016 08:54 AM |
| 12 | Feature | Closed | Normal | App checking Vertex effects on a DistortedCubes target | Distorted Admin | 100 | 04/13/2018 12:20 AM |
| 7 | Feature | Closed | Normal | New Effect: glow | Distorted Admin | 100 | 12/07/2018 01:15 PM |
| 6 | Feature | Closed | Normal | New Effect: save | Distorted Admin | 100 | 04/13/2018 12:21 AM |
| 3 | Feature | Closed | Normal | New Effect: wave | Distorted Admin | 100 | 08/29/2016 07:20 PM |
| 1 | Bug | Closed | Normal | FBO not visible | Distorted Admin | 100 | 06/03/2016 11:40 PM |