Distorted Android - Issues

#	Tracker	Status	Priority	Subject	Assignee	% Done	Updated
63	Bug	New	Normal	Adreno 510: problems with UBO in fragment shader	Leszek Koltunski	30	01/13/2021 12:31 PM
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
8	Feature	New	Normal	Add support for new types of Regions	Leszek Koltunski	20	02/27/2020 03:16 PM
34	Feature	New	High	Light Effects		0	12/14/2018 10:37 PM
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