Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	% Done	Updated
66	TwistyPuzzleLib	Bug	New	Normal	Build fails because of missing drawable resources	Leszek Koltunski	100	02/14/2022 02:18 PM
65	Magic Cube	Bug	New	High	Crash in Firebase (LG-X230, API level 23)		0	02/16/2021 09:45 AM
64	Magic Cube	Bug	New	High	Crash in Firebase (F8332 phone, API level 26)		0	02/16/2021 12:29 AM
63	Distorted Android	Bug	New	Normal	Adreno 510: problems with UBO in fragment shader	Leszek Koltunski	30	01/13/2021 12:31 PM
61	Distorted Android	Bug	New	Normal	Z-fighting when blurring a flat surface		0	12/03/2020 04:03 PM
56	Magic Cube	Feature	New	Normal	Add the 'World' pane to the Scores Dialog		0	06/20/2020 12:04 AM
55	Magic Cube	Feature	New	Normal	Add a halo around the object		0	06/18/2020 09:55 AM
43	Magic Cube	Feature	New	Normal	Think of ways to have the Objects controlled by something else than a touchscreen		0	04/16/2020 01:17 PM
36	Distorted Android	Feature	New	Normal	Mesh Importer		0	06/16/2020 12:52 PM
34	Distorted Android	Feature	New	High	Light Effects		0	12/14/2018 10:37 PM
33	Distorted Android	Bug	New	Normal	Issues on PowerVR GE8100		0	04/18/2020 12:08 AM
24	Distorted Android	Feature	New	Normal	New Effect: Fourier		0	01/27/2017 01:19 PM
8	Distorted Android	Feature	New	Normal	Add support for new types of Regions	Leszek Koltunski	20	02/27/2020 03:16 PM
4	Distorted Android	Feature	New	Normal	New Effect: hue		0	01/11/2017 10:53 PM