

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | % Done | Updated |
|----|-------------------|---------|--------|----------|---|------------------|--------|---------------------|
| 63 | Distorted Android | Bug | New | Normal | Adreno 510: problems with UBO in fragment shader | Leszek Koltunski | 30 | 01/13/2021 12:31 PM |
| 66 | TwistyPuzzleLib | Bug | New | Normal | Build fails because of missing drawable resources | Leszek Koltunski | 100 | 02/14/2022 02:18 PM |
| 8 | Distorted Android | Feature | New | Normal | Add support for new types of Regions | Leszek Koltunski | 20 | 02/27/2020 03:16 PM |