

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | % Done | Updated |
|----|-------------------|---------|----------|----------|---|------------------|--------|---------------------|
| 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 |
| 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 |
| 4 | Distorted Android | Feature | New | Normal | New Effect: hue | | 0 | 01/11/2017 10:53 PM |
| 8 | Distorted Android | Feature | New | Normal | Add support for new types of Regions | Leszek Koltunski | 20 | 02/27/2020 03:16 PM |
| 45 | Magic Cube | Feature | Closed | Normal | Improve the icon | Leszek Koltunski | 100 | 07/08/2020 12:23 PM |
| 44 | Distorted Android | Feature | Closed | Normal | Distorted's own Mesh file format | Leszek Koltunski | 100 | 06/15/2020 09:04 PM |
| 42 | Magic Cube | Feature | Closed | Normal | Add Pretty Patterns | Leszek Koltunski | 100 | 04/05/2020 01:41 PM |
| 41 | Magic Cube | Feature | Closed | Normal | Add a 3x3x3 Cube Solver. | Leszek Koltunski | 100 | 04/09/2020 08:02 PM |
| 38 | Distorted Android | Feature | Closed | Normal | Apply Matrix effects to a Mesh | Leszek Koltunski | 100 | 03/03/2020 11:30 PM |
| 37 | Distorted Android | Feature | Closed | Normal | Joining Meshes together | Leszek Koltunski | 100 | 03/05/2020 12:41 AM |
| 32 | Distorted Android | Feature | Closed | Normal | Make it possible to use multiple copies of the library | Leszek Koltunski | 100 | 11/30/2020 09:09 PM |
| 25 | Distorted Android | Feature | Closed | High | Enable Transform Feedback | Distorted Admin | 100 | 05/26/2017 12:19 PM |
| 15 | Distorted Android | Feature | Closed | High | Order Independent Transparency | Leszek Koltunski | 100 | 08/26/2020 11:29 PM |
| 14 | Distorted Android | Feature | Closed | Normal | App checking arrangement of DistortedCubes into a DistortedTree. | Distorted Admin | 100 | 12/14/2016 11:31 PM |
| 13 | Distorted Android | Feature | Closed | Normal | App checking Fragment effects on a DistortedCubes target | Distorted Admin | 100 | 07/07/2016 08:54 AM |
| 12 | Distorted Android | Feature | Closed | Normal | App checking Vertex effects on a DistortedCubes target | Distorted Admin | 100 | 04/13/2018 12:20 AM |
| 10 | Distorted Android | Feature | Closed | High | Re-architecture adding new Effects | Distorted Admin | 100 | 04/13/2018 12:20 AM |
| 7 | Distorted Android | Feature | Closed | Normal | New Effect: glow | Distorted Admin | 100 | 12/07/2018 01:15 PM |
| 6 | Distorted Android | Feature | Closed | Normal | New Effect: save | Distorted Admin | 100 | 04/13/2018 12:21 AM |
| 5 | Distorted Android | Feature | Closed | High | New Effect: blur | Distorted Admin | 100 | 04/27/2017 04:30 PM |
| 3 | Distorted Android | Feature | Closed | Normal | New Effect: wave | Distorted Admin | 100 | 08/29/2016 07:20 PM |
| 2 | Distorted Android | Feature | Closed | High | Provide example app showing how to use plain SurfaceView | Distorted Admin | 100 | 06/07/2016 11:06 PM |
| 1 | Distorted Android | Bug | Closed | Normal | FBO not visible | Distorted Admin | 100 | 06/03/2016 11:40 PM |
| 11 | Distorted Android | Feature | Rejected | Low | New effect: wait | | 0 | 06/15/2020 09:03 PM |
| 9 | Distorted Android | Feature | Rejected | Low | Single-point noise | Distorted Admin | 100 | 04/13/2018 12:20 AM |