

## Issues

| #  | Project           | Tracker | Status | Priority | Subject  | Assignee         | % Done | Updated             |
|----|-------------------|---------|--------|----------|--|------------------|--------|---------------------|
| 55 | Magic Cube        | Feature | New    | Normal   | Add a halo around the object   |                  | 0      | 06/18/2020 09:55 AM |
| 56 | Magic Cube        | Feature | New    | Normal   | Add the 'World' pane to the Scores Dialog  |                  | 0      | 06/20/2020 12:04 AM |
| 27 | Distorted Android | Bug     | Closed | Normal   | Blur effect: incorrect at the borders  |                  | 100    | 12/13/2018 10:43 PM |
| 33 | Distorted Android | Bug     | New    | Normal   | Issues on PowerVR GE8100   |                  | 0      | 04/18/2020 12:08 AM |
| 34 | Distorted Android | Feature | New    | High     | Light Effects  |                  | 0      | 12/14/2018 10:37 PM |
| 36 | Distorted Android | Feature | New    | Normal   | Mesh Importer  |                  | 0      | 06/16/2020 12:52 PM |
| 24 | Distorted Android | Feature | New    | Normal   | New Effect: Fourier  |                  | 0      | 01/27/2017 01:19 PM |
| 61 | Distorted Android | Bug     | New    | Normal   | Z-fighting when blurring a flat surface  |                  | 0      | 12/03/2020 04:03 PM |
| 59 | Distorted Android | Feature | Closed | Normal   | Add possibility to stop and restart time   | Leszek Koltunski | 100    | 07/20/2020 10:19 PM |
| 63 | Distorted Android | Bug     | New    | Normal   | Adreno 510: problems with UBO in fragment shader   | Leszek Koltunski | 30     | 01/13/2021 12:31 PM |
| 40 | Distorted Android | Feature | Closed | Normal   | Apply static Vertex effects to a Mesh  | Leszek Koltunski | 100    | 05/29/2020 08:14 PM |
| 22 | Distorted Android | Bug     | Closed | Normal   | Arrangement of triangles causes unpleasant 'steps' along the NW-SE line                                  | Leszek Koltunski | 100    | 07/31/2016 02:16 PM |
| 30 | Distorted Android | Bug     | Closed | Normal   | Blur with zero radius changes opacity  | Leszek Koltunski | 100    | 04/12/2018 11:06 PM |
| 28 | Distorted Android | Bug     | Closed | Normal   | Blur: looks of a blurred object depend on what's underneath  | Leszek Koltunski | 100    | 04/13/2018 12:19 AM |
| 20 | Distorted Android | Feature | Closed | Normal   | DEFORM Effect: support Deforming in the Z-direction  | Leszek Koltunski | 100    | 11/24/2016 02:38 PM |
| 18 | Distorted Android | Bug     | Closed | Normal   | DISTORT effect: disappearing triangles   | Leszek Koltunski | 100    | 04/13/2018 12:19 AM |
| 52 | Magic Cube        | Feature | Closed | Normal   | Firestore: report FPS  | Leszek Koltunski | 100    | 06/20/2020 10:01 AM |
| 53 | Magic Cube        | Feature | Closed | Normal   | Firestore: report sequence of events leading up to the 'IllegalStateException' dismissing the MainDialog | Leszek Koltunski | 100    | 06/20/2020 11:15 AM |
| 23 | Distorted Android | Bug     | Closed | Normal   | FOV is a static global variable  | Leszek Koltunski | 100    | 12/07/2016 12:11 PM |
| 50 | Magic Cube        | Feature | Closed | Normal   | Improve RubikObject.finishRotation()   | Leszek Koltunski | 100    | 06/18/2020 11:06 AM |
| 51 | Magic Cube        | Feature | Closed | Normal   | Improve the Patterns dialog  | Leszek Koltunski | 100    | 07/06/2020 03:32 PM |
| 54 | Magic Cube        | Feature | Closed | Normal   | Lock the app in vertical mode  | Leszek Koltunski | 100    | 06/18/2020 11:14 AM |
| 48 | Magic Cube        | Feature | Closed | Normal   | Make it possible to make an Object smaller or bigger   | Leszek Koltunski | 100    | 06/26/2020 01:55 PM |
| 57 | Magic Cube        | Bug     | Closed | Normal   | Make the UI proportional in physical screen size   | Leszek Koltunski | 100    | 06/21/2020 11:30 AM |
| 35 | Distorted Android | Feature | Closed | Normal   | New mesh: Sphere   | Leszek Koltunski | 100    | 12/19/2018 12:08 AM |
| 39 | Distorted Android | Feature | Closed | Normal   | New MeshTriangular   | Leszek Koltunski | 100    | 03/02/2020 12:35 AM |
| 62 | Distorted Android | Bug     | Closed | Urgent   | OutOfMemory  | Leszek Koltunski | 100    | 01/08/2021 04:19 PM |
| 29 | Distorted Android | Bug     | Closed | Normal   | Postprocessed surface incorrectly merged   | Leszek Koltunski | 100    | 05/30/2018 01:02 PM |
| 60 | Distorted Android | Bug     | Closed | Normal   | Problems with GLOW effect  | Leszek Koltunski | 100    | 08/27/2020 12:55 PM |
| 17 | Distorted Android | Bug     | Closed | Normal   | Regions of Fragment Effects migrate  | Leszek Koltunski | 100    | 08/11/2016 10:43 PM |

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| 47 | Magic Cube        | Bug     | Closed | High     | Remove the FBO_QUEUE  | Leszek Koltunski | 100    | 06/16/2020 12:27 PM |
| 58 | Distorted Android | Bug     | Closed | Normal   | Remove the Inflate vectors                                      | Leszek Koltunski | 100    | 08/26/2020 10:07 PM |
| 46 | Magic Cube        | Feature | Closed | Normal   | Rework the bottom pane  | Leszek Koltunski | 100    | 09/23/2020 10:52 PM |
| 21 | Distorted Android | Bug     | Closed | Normal   | SHEAR effect: support Z-shear                                   | Leszek Koltunski | 100    | 07/17/2016 09:45 PM |
| 19 | Distorted Android | Bug     | Closed | Normal   | SWIRL effect: mess if Center out of Region                      | Leszek Koltunski | 100    | 07/16/2016 11:18 PM |
| 49 | Magic Cube        | Feature | Closed | Normal   | Two-finger Object rotations                                     | Leszek Koltunski | 100    | 06/19/2020 11:54 PM |
| 26 | Distorted Android | Feature | Closed | Normal   | Use SSBO for storing effect arrays                              | Leszek Koltunski | 100    | 01/10/2021 11:25 AM |
| 31 | Distorted Android | Bug     | Closed | Urgent   | various issues with OIT branch on Mali GPU                      | Leszek Koltunski | 100    | 07/03/2018 12:50 PM |
| 16 | Distorted Android | Bug     | Closed | Normal   | When rotated at an angle, surfaces get increasingly transparent | Leszek Koltunski | 100    | 04/13/2018 12:19 AM |