

## 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
26	Distorted Android	Feature	Closed	Normal	Use SSBO for storing effect arrays	Leszek Koltunski	100	01/10/2021 11:25 AM
62	Distorted Android	Bug	Closed	Urgent	OutOfMemory	Leszek Koltunski	100	01/08/2021 04:19 PM
61	Distorted Android	Bug	New	Normal	Z-fighting when blurring a flat surface		0	12/03/2020 04:03 PM
46	Magic Cube	Feature	Closed	Normal	Rework the bottom pane	Leszek Koltunski	100	09/23/2020 10:52 PM
60	Distorted Android	Bug	Closed	Normal	Problems with GLOW effect	Leszek Koltunski	100	08/27/2020 12:55 PM
58	Distorted Android	Bug	Closed	Normal	Remove the Inflate vectors	Leszek Koltunski	100	08/26/2020 10:07 PM
59	Distorted Android	Feature	Closed	Normal	Add possibility to stop and restart time	Leszek Koltunski	100	07/20/2020 10:19 PM
51	Magic Cube	Feature	Closed	Normal	Improve the Patterns dialog	Leszek Koltunski	100	07/06/2020 03:32 PM
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
53	Magic Cube	Feature	Closed	Normal	Firebase: report sequence of events leading up to the 'IllegalStateException' dismissing the MainDialog	Leszek Koltunski	100	06/20/2020 11:15 AM
52	Magic Cube	Feature	Closed	Normal	Firebase: report FPS	Leszek Koltunski	100	06/20/2020 10:01 AM
56	Magic Cube	Feature	New	Normal	Add the 'World' pane to the Scores Dialog		0	06/20/2020 12:04 AM
49	Magic Cube	Feature	Closed	Normal	Two-finger Object rotations	Leszek Koltunski	100	06/19/2020 11:54 PM
54	Magic Cube	Feature	Closed	Normal	Lock the app in vertical mode	Leszek Koltunski	100	06/18/2020 11:14 AM
50	Magic Cube	Feature	Closed	Normal	Improve RubikObject.finishRotation()	Leszek Koltunski	100	06/18/2020 11:06 AM
55	Magic Cube	Feature	New	Normal	Add a halo around the object		0	06/18/2020 09:55 AM
36	Distorted Android	Feature	New	Normal	Mesh Importer		0	06/16/2020 12:52 PM
47	Magic Cube	Bug	Closed	High	Remove the FBO_QUEUE	Leszek Koltunski	100	06/16/2020 12:27 PM
40	Distorted Android	Feature	Closed	Normal	Apply static Vertex effects to a Mesh	Leszek Koltunski	100	05/29/2020 08:14 PM
33	Distorted Android	Bug	New	Normal	Issues on PowerVR GE8100		0	04/18/2020 12:08 AM
39	Distorted Android	Feature	Closed	Normal	New MeshTriangular	Leszek Koltunski	100	03/02/2020 12:35 AM
35	Distorted Android	Feature	Closed	Normal	New mesh: Sphere	Leszek Koltunski	100	12/19/2018 12:08 AM
34	Distorted Android	Feature	New	High	Light Effects		0	12/14/2018 10:37 PM
27	Distorted Android	Bug	Closed	Normal	Blur effect: incorrect at the borders		100	12/13/2018 10:43 PM
31	Distorted Android	Bug	Closed	Urgent	various issues with OIT branch on Mali GPU	Leszek Koltunski	100	07/03/2018 12:50 PM
29	Distorted Android	Bug	Closed	Normal	Postprocessed surface incorrectly merged	Leszek Koltunski	100	05/30/2018 01:02 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
18	Distorted Android	Bug	Closed	Normal	DISTORT effect: disappearing triangles	Leszek Koltunski	100	04/13/2018 12:19 AM
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

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30	Distorted Android	Bug	Closed	Normal	Blur with zero radius changes opacity	Leszek Koltunski	100	04/12/2018 11:06 PM
24	Distorted Android	Feature	New	Normal	New Effect: Fourier		0	01/27/2017 01:19 PM
23	Distorted Android	Bug	Closed	Normal	FOV is a static global variable	Leszek Koltunski	100	12/07/2016 12:11 PM
20	Distorted Android	Feature	Closed	Normal	DEFORM Effect: support Deforming in the Z-direction	Leszek Koltunski	100	11/24/2016 02:38 PM
17	Distorted Android	Bug	Closed	Normal	Regions of Fragment Effects migrate	Leszek Koltunski	100	08/11/2016 10:43 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
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