

Issues

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