

## Issues

| #  | Project           | Tracker | Status | Priority | Subject   | Assignee         | % Done | Updated             |
|----|-------------------|---------|--------|----------|---|------------------|--------|---------------------|
| 66 | TwistyPuzzleLib   | Bug     | New    | Normal   | Build fails because of missing drawable resources                                 | Leszek Koltunski | 100    | 02/14/2022 02:18 PM |
| 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 |
| 56 | Magic Cube        | Feature | New    | Normal   | Add the 'World' pane to the Scores Dialog   |                  | 0      | 06/20/2020 12:04 AM |
| 55 | Magic Cube        | Feature | New    | Normal   | Add a halo around the object  |                  | 0      | 06/18/2020 09:55 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 |
| 63 | Distorted Android | Bug     | New    | Normal   | Adreno 510: problems with UBO in fragment shader                                  | Leszek Koltunski | 30     | 01/13/2021 12:31 PM |
| 61 | Distorted Android | Bug     | New    | Normal   | Z-fighting when blurring a flat surface   |                  | 0      | 12/03/2020 04:03 PM |
| 36 | Distorted Android | Feature | New    | Normal   | Mesh Importer   |                  | 0      | 06/16/2020 12:52 PM |
| 34 | Distorted Android | Feature | New    | High     | Light Effects   |                  | 0      | 12/14/2018 10:37 PM |
| 33 | Distorted Android | Bug     | New    | Normal   | Issues on PowerVR GE8100  |                  | 0      | 04/18/2020 12:08 AM |
| 24 | Distorted Android | Feature | New    | Normal   | New Effect: Fourier   |                  | 0      | 01/27/2017 01:19 PM |
| 8  | Distorted Android | Feature | New    | Normal   | Add support for new types of Regions  | Leszek Koltunski | 20     | 02/27/2020 03:16 PM |
| 4  | Distorted Android | Feature | New    | Normal   | New Effect: hue   |                  | 0      | 01/11/2017 10:53 PM |