

## Distorted Android - Bug #60

### Problems with GLOW effect

08/26/2020 10:15 PM - Leszek Koltunski

<b>Status:</b>	Closed	<b>Start date:</b>	08/26/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Leszek Koltunski	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
On a Samsung Galaxy Note 10+ - equipped with Android 10, a Mali G76-MP12 and driver r19p0 - the 'GLOW' effect doesn't quite work. BLUR does so postprocessing in general is ok.			

#### History

##### #1 - 08/26/2020 11:25 PM - Leszek Koltunski

This must be a problem introduced recently, as moving back to Library and Cube from 08/11/2020 fixes it.

##### #2 - 08/26/2020 11:28 PM - Leszek Koltunski

- Status changed from New to In Progress
- Assignee set to Leszek Koltunski
- % Done changed from 0 to 10

##### #3 - 08/27/2020 12:55 PM - Leszek Koltunski

- Status changed from In Progress to Closed
- % Done changed from 10 to 100

Solved without modifying the library.

Now the applications, if they want to GLOW a flat object, first need to set its mesh's center to negative Z (so that after the inflate, the GLOW appears in front of the object). Otherwise the GLOW has the same Z as the rest of the object which might or might not work.