

| | 2022-10 | | | | 2022-11 | | | | 2022-12 | | | | 2023-1 | | | | 2023-2 | | | | 2023-3 | | | | |
|---|---------|----|----|----|---------|----|----|----|---------|----|----|----|--------|---|---|---|--------|---|---|---|--------|---|----|----|----|
| | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Distorted Android New Effect: hue Add support for new types of Regions New Effect: Fourier Issues on PowerVR GE8100 Light Effects Mesh Importer Z-fighting when blurring a flat surface Adreno 510: problems with UBO in fragment (...) Magic Cube Think of ways to have the Objects controlled (...) Add a halo around the object Add the 'World' pane to the Scores Dialog Crash in Firebase (F8332 phone, API level (...) Crash in Firebase (LG-X230, API level 23) TwistyPuzzleLib Build fails because of missing drawable resources | | | | | | | | | | | | | | | | | | | | | | | | | |