|   | 2021-11 |    |    |    |    | 2021-12 |    |    |    | 2022-1 |   |   |   |   | 2022-2 |   |   |   | 2022-3 |    |    |    |    | 2022-4 |    |    |    |
|---|---------|----|----|----|----|---------|----|----|----|--------|---|---|---|---|--------|---|---|---|--------|----|----|----|----|--------|----|----|----|
|   | 44      | 45 | 46 | 47 | 48 | 49      | 50 | 51 | 52 | 1      | 2 | 3 | 4 | 5 | 6      | 7 | 7 | 8 | 9      | 10 | 11 | 12 | 13 | 14     | 15 | 16 | 17 |
| 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 |         |    |    |    |    |         |    |    |    |        |   |   |   |   |        |   |   |   |        |    |    |    |    |        |    |    |    |

05/17/2024