| | 2022-12 | | | | 2023-1 | | | | 2023-2 | | | | 2023-3 | | | | 2023-4 | | | | 2023-5 | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 49 | 50 | 51 | 52 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| **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** | | | | | | | | | | | | | | | | | | | | | | | | | |