

| | 2021-2 | | | | 2021-3 | | | | 2021-4 | | | | 2021-5 | | | | 2021-6 | | | | 2021-7 | | | | | | | |
|---|--------|---|---|---|--------|----|----|----|--------|----|----|----|--------|----|----|----|--------|----|----|----|--------|----|----|----|----|----|--|--|
| | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | | |
| 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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |