

| | 2021-7 | | | | 2021-8 | | | | 2021-9 | | | | 2021-10 | | | | 2021-11 | | | | 2021-12 | | | | |
|---|--------|----|----|----|--------|----|----|----|--------|----|----|----|---------|----|----|----|---------|----|----|----|---------|----|----|----|----|
| | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 |
| 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 | | | | | | | | | | | | | | | | | | | | | | | | | |