Distorted Android - Issues

#	Tracker	Status	Priority	Subject	Assignee	% Done	Updated
59	Feature	Closed	Normal	Add possibility to stop and restart time	Leszek Koltunski	100	07/20/2020 10:19 PM
8	Feature	New	Normal	Add support for new types of Regions	Leszek Koltunski	20	02/27/2020 03:16 PM
63	Bug	New	Normal	Adreno 510: problems with UBO in fragment shader	Leszek Koltunski	30	01/13/2021 12:31 PM
38	Feature	Closed	Normal	Apply Matrix effects to a Mesh	Leszek Koltunski	100	03/03/2020 11:30 PM
40	Feature	Closed	Normal	Apply static Vertex effects to a Mesh	Leszek Koltunski	100	05/29/2020 08:14 PM
22	Bug	Closed	Normal	Arrangement of triangles causes unpleasant 'steps' along the NW-SE line	Leszek Koltunski	100	07/31/2016 02:16 PM
30	Bug	Closed	Normal	Blur with zero radius changes opacity	Leszek Koltunski	100	04/12/2018 11:06 PM
28	Bug	Closed	Normal	Blur: looks of a blurred object depend on what's underneath	Leszek Koltunski	100	04/13/2018 12:19 AM
20	Feature	Closed	Normal	DEFORM Effect: support Deforming in the Z-direction	Leszek Koltunski	100	11/24/2016 02:38 PM
18	Bug	Closed	Normal	DISTORT effect: disappearing triangles	Leszek Koltunski	100	04/13/2018 12:19 AM
44	Feature	Closed	Normal	Distorted's own Mesh file format	Leszek Koltunski	100	06/15/2020 09:04 PM
23	Bug	Closed	Normal	FOV is a static global variable	Leszek Koltunski	100	12/07/2016 12:11 PM
37	Feature	Closed	Normal	Joining Meshes together	Leszek Koltunski	100	03/05/2020 12:41 AM
32	Feature	Closed	Normal	Make it possible to use multiple copies of the library	Leszek Koltunski	100	11/30/2020 09:09 PM
35	Feature	Closed	Normal	New mesh: Sphere	Leszek Koltunski	100	12/19/2018 12:08 AM
39	Feature	Closed	Normal	New MeshTriangular	Leszek Koltunski	100	03/02/2020 12:35 AM
15	Feature	Closed	High	Order Independent Transparency	Leszek Koltunski	100	08/26/2020 11:29 PM
62	Bug	Closed	Urgent	OutOfMemory	Leszek Koltunski	100	01/08/2021 04:19 PM
29	Bug	Closed	Normal	Postprocessed surface incorrectly merged	Leszek Koltunski	100	05/30/2018 01:02 PM
60	Bug	Closed	Normal	Problems with GLOW efffect	Leszek Koltunski	100	08/27/2020 12:55 PM
17	Bug	Closed	Normal	Regions of Fragment Effects migrate	Leszek Koltunski	100	08/11/2016 10:43 PM
58	Bug	Closed	Normal	Remove the Inflate vectors	Leszek Koltunski	100	08/26/2020 10:07 PM
21	Bug	Closed	Normal	SHEAR effect: support Z-shear	Leszek Koltunski	100	07/17/2016 09:45 PM
19	Bug	Closed	Normal	SWIRL effect: mess if Center out of Region	Leszek Koltunski	100	07/16/2016 11:18 PM
26	Feature	Closed	Normal	Use SSBO for storing effect arrays	Leszek Koltunski	100	01/10/2021 11:25 AM
31	Bug	Closed	Urgent	various issues with OIT branch on Mali GPU	Leszek Koltunski	100	07/03/2018 12:50 PM
16	Bug	Closed	Normal	When rotated at an angle, surfaces get increasingly transparent	Leszek Koltunski	100	04/13/2018 12:19 AM