

## Distorted Android - Issues

| #  | Tracker | Status | Priority | Subject   | Assignee         | % Done | Updated             |
|----|---------|--------|----------|---|------------------|--------|---------------------|
| 63 | Bug     | New    | Normal   | Adreno 510: problems with UBO in fragment shader                        | Leszek Koltunski | 30     | 01/13/2021 12:31 PM |
| 61 | Bug     | New    | Normal   | Z-fighting when blurring a flat surface                                 |                  | 0      | 12/03/2020 04:03 PM |
| 36 | Feature | New    | Normal   | Mesh Importer   |                  | 0      | 06/16/2020 12:52 PM |
| 33 | Bug     | New    | Normal   | Issues on PowerVR GE8100  |                  | 0      | 04/18/2020 12:08 AM |
| 34 | Feature | New    | High     | Light Effects   |                  | 0      | 12/14/2018 10:37 PM |
| 24 | Feature | New    | Normal   | New Effect: Fourier   |                  | 0      | 01/27/2017 01:19 PM |
| 26 | Feature | Closed | Normal   | Use SSBO for storing effect arrays                                      | Leszek Koltunski | 100    | 01/10/2021 11:25 AM |
| 62 | Bug     | Closed | Urgent   | OutOfMemory   | Leszek Koltunski | 100    | 01/08/2021 04:19 PM |
| 60 | Bug     | Closed | Normal   | Problems with GLOW effect   | Leszek Koltunski | 100    | 08/27/2020 12:55 PM |
| 58 | Bug     | Closed | Normal   | Remove the Inflate vectors  | Leszek Koltunski | 100    | 08/26/2020 10:07 PM |
| 59 | Feature | Closed | Normal   | Add possibility to stop and restart time                                | Leszek Koltunski | 100    | 07/20/2020 10:19 PM |
| 40 | Feature | Closed | Normal   | Apply static Vertex effects to a Mesh                                   | Leszek Koltunski | 100    | 05/29/2020 08:14 PM |
| 39 | Feature | Closed | Normal   | New MeshTriangular  | Leszek Koltunski | 100    | 03/02/2020 12:35 AM |
| 35 | Feature | Closed | Normal   | New mesh: Sphere  | Leszek Koltunski | 100    | 12/19/2018 12:08 AM |
| 27 | Bug     | Closed | Normal   | Blur effect: incorrect at the borders                                   |                  | 100    | 12/13/2018 10:43 PM |
| 31 | Bug     | Closed | Urgent   | various issues with OIT branch on Mali GPU                              | Leszek Koltunski | 100    | 07/03/2018 12:50 PM |
| 29 | Bug     | Closed | Normal   | Postprocessed surface incorrectly merged                                | Leszek Koltunski | 100    | 05/30/2018 01:02 PM |
| 16 | Bug     | Closed | Normal   | When rotated at an angle, surfaces get increasingly transparent         | Leszek Koltunski | 100    | 04/13/2018 12:19 AM |
| 18 | Bug     | Closed | Normal   | DISTORT effect: disappearing triangles                                  | Leszek Koltunski | 100    | 04/13/2018 12:19 AM |
| 28 | Bug     | Closed | Normal   | Blur: looks of a blurred object depend on what's underneath             | Leszek Koltunski | 100    | 04/13/2018 12:19 AM |
| 30 | Bug     | Closed | Normal   | Blur with zero radius changes opacity                                   | Leszek Koltunski | 100    | 04/12/2018 11:06 PM |
| 23 | Bug     | Closed | Normal   | FOV is a static global variable   | Leszek Koltunski | 100    | 12/07/2016 12:11 PM |
| 20 | Feature | Closed | Normal   | DEFORM Effect: support Deforming in the Z-direction                     | Leszek Koltunski | 100    | 11/24/2016 02:38 PM |
| 17 | Bug     | Closed | Normal   | Regions of Fragment Effects migrate                                     | Leszek Koltunski | 100    | 08/11/2016 10:43 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 |
| 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 |