

## 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 |
| 44 | Feature | Closed   | Normal   | Distorted's own Mesh file format                                 | Leszek Koltunski | 100    | 06/15/2020 09:04 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 |
| 38 | Feature | Closed   | Normal   | Apply Matrix effects to a Mesh                                   | Leszek Koltunski | 100    | 03/03/2020 11:30 PM |
| 37 | Feature | Closed   | Normal   | Joining Meshes together  | Leszek Koltunski | 100    | 03/05/2020 12:41 AM |
| 35 | Feature | Closed   | Normal   | New mesh: Sphere   | Leszek Koltunski | 100    | 12/19/2018 12:08 AM |
| 32 | Feature | Closed   | Normal   | Make it possible to use multiple copies of the library           | Leszek Koltunski | 100    | 11/30/2020 09:09 PM |
| 26 | Feature | Closed   | Normal   | Use SSBO for storing effect arrays                               | Leszek Koltunski | 100    | 01/10/2021 11:25 AM |
| 25 | Feature | Closed   | High     | Enable Transform Feedback  | Distorted Admin  | 100    | 05/26/2017 12:19 PM |
| 20 | Feature | Closed   | Normal   | DEFORM Effect: support Deforming in the Z-direction              | Leszek Koltunski | 100    | 11/24/2016 02:38 PM |
| 15 | Feature | Closed   | High     | Order Independent Transparency                                   | Leszek Koltunski | 100    | 08/26/2020 11:29 PM |
| 14 | Feature | Closed   | Normal   | App checking arrangement of DistortedCubes into a DistortedTree. | Distorted Admin  | 100    | 12/14/2016 11:31 PM |
| 13 | Feature | Closed   | Normal   | App checking Fragment effects on a DistortedCubes target         | Distorted Admin  | 100    | 07/07/2016 08:54 AM |
| 12 | Feature | Closed   | Normal   | App checking Vertex effects on a DistortedCubes target           | Distorted Admin  | 100    | 04/13/2018 12:20 AM |
| 10 | Feature | Closed   | High     | Re-architecture adding new Effects                               | Distorted Admin  | 100    | 04/13/2018 12:20 AM |
| 9  | Feature | Rejected | Low      | Single-point noise   | Distorted Admin  | 100    | 04/13/2018 12:20 AM |
| 7  | Feature | Closed   | Normal   | New Effect: glow   | Distorted Admin  | 100    | 12/07/2018 01:15 PM |
| 6  | Feature | Closed   | Normal   | New Effect: save   | Distorted Admin  | 100    | 04/13/2018 12:21 AM |
| 5  | Feature | Closed   | High     | New Effect: blur   | Distorted Admin  | 100    | 04/27/2017 04:30 PM |
| 3  | Feature | Closed   | Normal   | New Effect: wave   | Distorted Admin  | 100    | 08/29/2016 07:20 PM |
| 2  | Feature | Closed   | High     | Provide example app showing how to use plain SurfaceView         | Distorted Admin  | 100    | 06/07/2016 11:06 PM |
| 8  | Feature | New      | Normal   | Add support for new types of Regions                             | Leszek Koltunski | 20     | 02/27/2020 03:16 PM |
| 36 | Feature | New      | Normal   | Mesh Importer  |                  | 0      | 06/16/2020 12:52 PM |
| 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 |
| 11 | Feature | Rejected | Low      | New effect: wait   |                  | 0      | 06/15/2020 09:03 PM |
| 4  | Feature | New      | Normal   | New Effect: hue  |                  | 0      | 01/11/2017 10:53 PM |