

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 |
| 33 | Bug | New | Normal | Issues on PowerVR GE8100 | | 0 | 04/18/2020 12:08 AM |