

Distorted Android - Issues

| # | Tracker | Status | Priority | Subject | Assignee | % Done | Updated |
|----|---------|----------|----------|--|------------------|--------|---------------------|
| 34 | Feature | New | High | Light Effects | | 0 | 12/14/2018 10:37 PM |
| 25 | Feature | Closed | High | Enable Transform Feedback | Distorted Admin | 100 | 05/26/2017 12:19 PM |
| 10 | Feature | Closed | High | Re-architecture adding new Effects | Distorted Admin | 100 | 04/13/2018 12:20 AM |
| 5 | Feature | Closed | High | New Effect: blur | Distorted Admin | 100 | 04/27/2017 04:30 PM |
| 2 | Feature | Closed | High | Provide example app showing how to use plain SurfaceView | Distorted Admin | 100 | 06/07/2016 11:06 PM |
| 15 | Feature | Closed | High | Order Independent Transparency | Leszek Koltunski | 100 | 08/26/2020 11:29 PM |
| 36 | Feature | New | Normal | Mesh Importer | | 0 | 06/16/2020 12:52 PM |
| 24 | Feature | New | Normal | New Effect: Fourier | | 0 | 01/27/2017 01:19 PM |
| 4 | Feature | New | Normal | New Effect: hue | | 0 | 01/11/2017 10:53 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 |
| 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 |
| 3 | Feature | Closed | Normal | New Effect: wave | Distorted Admin | 100 | 08/29/2016 07:20 PM |
| 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 |
| 20 | Feature | Closed | Normal | DEFORM Effect: support Deforming in the Z-direction | Leszek Koltunski | 100 | 11/24/2016 02:38 PM |
| 8 | Feature | New | Normal | Add support for new types of Regions | Leszek Koltunski | 20 | 02/27/2020 03:16 PM |
| 11 | Feature | Rejected | Low | New effect: wait | | 0 | 06/15/2020 09:03 PM |
| 9 | Feature | Rejected | Low | Single-point noise | Distorted Admin | 100 | 04/13/2018 12:20 AM |