

Distorted Android - Issues

| # | Tracker | Status | Priority | Subject | Assignee | % Done | Updated |
|----|---------|--------|----------|---|------------------|--------|---------------------|
| 31 | Bug | Closed | Urgent | various issues with OIT branch on Mali GPU | Leszek Koltunski | 100 | 07/03/2018 12:50 PM |
| 62 | Bug | Closed | Urgent | OutOfMemory | Leszek Koltunski | 100 | 01/08/2021 04:19 PM |
| 1 | Bug | Closed | Normal | FBO not visible | Distorted Admin | 100 | 06/03/2016 11:40 PM |
| 16 | Bug | Closed | Normal | When rotated at an angle, surfaces get increasingly transparent | Leszek Koltunski | 100 | 04/13/2018 12:19 AM |
| 17 | Bug | Closed | Normal | Regions of Fragment Effects migrate | Leszek Koltunski | 100 | 08/11/2016 10:43 PM |
| 18 | Bug | Closed | Normal | DISTORT effect: disappearing triangles | Leszek Koltunski | 100 | 04/13/2018 12:19 AM |
| 19 | Bug | Closed | Normal | SWIRL effect: mess if Center out of Region | Leszek Koltunski | 100 | 07/16/2016 11:18 PM |
| 21 | Bug | Closed | Normal | SHEAR effect: support Z-shear | Leszek Koltunski | 100 | 07/17/2016 09:45 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 |
| 23 | Bug | Closed | Normal | FOV is a static global variable | Leszek Koltunski | 100 | 12/07/2016 12:11 PM |
| 27 | Bug | Closed | Normal | Blur effect: incorrect at the borders | | 100 | 12/13/2018 10:43 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 |
| 29 | Bug | Closed | Normal | Postprocessed surface incorrectly merged | Leszek Koltunski | 100 | 05/30/2018 01:02 PM |
| 30 | Bug | Closed | Normal | Blur with zero radius changes opacity | Leszek Koltunski | 100 | 04/12/2018 11:06 PM |
| 33 | Bug | New | Normal | Issues on PowerVR GE8100 | | 0 | 04/18/2020 12:08 AM |
| 58 | Bug | Closed | Normal | Remove the Inflate vectors | Leszek Koltunski | 100 | 08/26/2020 10:07 PM |
| 60 | Bug | Closed | Normal | Problems with GLOW effect | Leszek Koltunski | 100 | 08/27/2020 12:55 PM |
| 61 | Bug | New | Normal | Z-fighting when blurring a flat surface | | 0 | 12/03/2020 04:03 PM |
| 63 | Bug | New | Normal | Adreno 510: problems with UBO in fragment shader | Leszek Koltunski | 30 | 01/13/2021 12:31 PM |