## Distorted Android - Issues

| # | Tracker | Status | Priority | Subject | Assignee | % Done | Updated |
|---|---|---|---|---|---|---|---|
| 34 | Feature | New | High | Light Effects | | 0 | 12/14/2018 10:37 PM |
| 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 |
| 8 | Feature | New | Normal | Add support for new types of Regions | Leszek Koltunski | 20 | 02/27/2020 03:16 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 |