

## Distorted Android - Issues

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