

## 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 |