

libgdx

- (1). Bullet repeated InternalTickCallback invocation
<https://github.com/libgdx/libgdx/issues/6845>
- (2). [Feature Request] Native QOI Image Format Support
<https://github.com/libgdx/libgdx/issues/6844>
- (3). Cursor pixmap behaviour unstable after 27 march on 1.10.1-SNAPSHOT
<https://github.com/libgdx/libgdx/issues/6835>
- (4). use activityResultRegistry in libgdx for android
<https://github.com/libgdx/libgdx/issues/6834>
- (5). "No cap character found in font" - Why would that be?
<https://github.com/libgdx/libgdx/issues/6820>
- (6). LWJGL3 windows no longer update while being resized
<https://github.com/libgdx/libgdx/issues/6808>
- (7). ScrollPane not visible in SelectBox
<https://github.com/libgdx/libgdx/issues/6807>
- (8). ANGLE doesn't work on 32-bit Windows
<https://github.com/libgdx/libgdx/issues/6806>
- (9). VertexBufferObjectWithVAO.unbindAttributes bug in HTML/GWT
<https://github.com/libgdx/libgdx/issues/6790>
- (10). Audio sounds muffled when using LWJGL3 backend
<https://github.com/libgdx/libgdx/issues/6784>