1. Cursor pixmap behaviour unstable after 27 march on 1.10.1-SNAPSHOT
2. use activityResultRegistry in libgdx for android
3. "No cap character found in font" - Why would that be?
4. 2D particle effect freezes when loading a file
5. LWJGL3 windows no longer update while being resized
6. ScrollPane not visible in SelectBox
7. ANGLE doesn't work on 32-bit Windows
8. VertexBufferObjectWithVAO.unbindAttributes bug in HTML/GWT
9. Audio sounds muffled when using LWJGL3 backend
10. Box2D not working on 1.10.1-SNAPSHOT with Linux
11. MathUtils.atan2 screws up Box2D Body.setTransform(x,y,angleRad)
12. Pixmap doesn't specify it requires a Direct Byte Buffer
13. iOS touch inputs not working after calling SKStoreReviewController.requestRevi
14. FileHandle: Shared Storage User Permissions - Android 11 (API 30)
15. FreeTypeFontGenerator generates empty glyphs
16. Could not resolve com.badlogicgames.gdx:gdx-backend-lwjgl3:1.10.1-SNAPSHO
17. LiveWallpaper crashing on Samsung Galaxy S21 series devices with Android 12
18. What is the right why to limit max fps on Android?
19. Dialog.key()'s keyDown() returns false (should return true)
20. Add an option to not make the window freeze when moving/resizing the window
21. LWJGL3 fails to create GLFW window when out of disk space?
22. What does CC-LICENSE refer to?
23. 3D Particle Effect Editor doesn`t load Texture Atlas
24. Viewport shifted on secondary Monitor
25. box2d's ChainShape doesn't implement b2ChainShape::Clear() jni method