Long ago, we used to track which commits were "bad" (had known serious regressions). We have since stopped tracking builds in this manner. This page is a historical record of which commits we considered "bad".

1.25.0-8.0.pre

- `flutter build apk` fails [#72627](#72627)

1.21.0-5.0.pre

- Dart SDK reports wrong version, violating `flutter_tools` version constraint [#62174](#62174)

1.20.0-7.0.pre

- Motion events are not getting dispatched to the virtual display [#61169](#61169)

1.19.0-2.0.pre - 1.20.0-1.0.pre

- Windows users without git installed cannot use any flutter commands that require it [#57802](#57802) and was fixed in [#59369](#59369).

1.18.0-8.0.pre

- --start-paused broken due to in-progress VM service migration. Bug has since been fixed.

1.18.0-7.0.pre - present

- Web benchmark regression bench_picture_recording [#55597](#55597) [#55389](#55389)

1.17.0-dev.0.0 - 1.18.0-5.0.pre

- New version format not reported correctly to `flutter doctor` and `FlutterUsage` [#54160](#54160) fixed in [19c894](#19c894) but not yet published.

1.17.0-dev.0.0

- Version format not parsed by Flutter tool [#53688](#53688)
- MacOS artifacts not signed

v1.15.4 - 1.16.3

- Text disappear while typing on Samsung keyboard [#53086](#53086)

v1.15.21 - v1.15.22:

- Japanese keyboard input on iOS gets duplicated [#52718](#52718)

v1.15.18 - v1.15.19:

- Unhidden errors following avoid_catches_without_on_clauses lint [#52272](#52272).

v1.15.17 - v1.15.19:

- Git tags fetched too frequently for ordinary Flutter commands where it should not be necessary. [#52121](#52121)

v1.14.4 - v1.15.3:

- FontWeight ignored on iOS 13.3: [#49492](#49492)

v1.14.5:

- Calling `compute` without specifying a `debugLabel` in release mode crashes [#49601](#49601)

v1.14.2 - v1.14.5:

- Commit b67d5ec6e9f4aa42bf420e95be76a572911e645e unintentionally changed many files [#49567](#49567)

v1.13.9, 1.14.0 - v1.14.1:

- App might crash on startup in release mode [#49008](#49008)

v1.13.0 - :

- `flutter attach` doesn't work on Android if the Flutter engine is already running [#52975](#52975)

v1.12.7 - v1.12.12:

- An mdns lookup failure during tool attach will crash the tool instead of falling back on log scraping [#45468](#45468)

v1.12.4 - v1.12.10

- Flutter framework shows assertion error on showing and dismissing a Flutter Activity or ViewController [#45575](#45575)

v1.12.3 - v1.12.15

- PageView's last page can no longer be swiped to when viewportFraction is set to less than 1 [#45096](#45096)

v1.10.15 - v1.12.10

- ActivityPluginBinding.getLifecycle unwrapping doesn't work because transitive Android dependencies weren't brought in [#45188](#45188)

v1.12.3 - v1.12.4:

- iOS apps are rejected during App Store submission [skia#9657](#skia9657)
- Images don't display on iOS [#45098](#45098)

v1.10.15-pre.396 - v1.10.16

- Android plugins using auto registration doesn't work [#44161](#44161)

all versions before v1.10.15:

- Android and IOS Add-to-App apps will crash if a view is presented, dismissed, presented again, and any user interaction occurs [#31139](#31139)

v1.9.2 - v1.10.14

- iOS Apps built with Bitcode will crash on launch [#42458](#42458)

v1.10.8

- microbenchmarks_stock_build_iteration regression [#41919](#41919)

v1.10.4 - v1.10.6

- iOS Gesture detector is not working well [#40863](#40863)

v1.9.4 - v1.10.4

- WidgetsFlutterBinding.ensureInitialized() takes down splash screen too early [#39494](#39494)

v1.9.2 - v1.9.7

- Soft keyboard can become unresponsive [#39182](#39182), [#39047](#39047)

v1.9.0

- Platform views do not display on iPhones [#38735](#38735)

v1.7.6 - v1.7.11

- WebView is sized (0,0) for some pages on Android [#35291](#35291)

v1.7.6 - v1.7.7

- `flutter run` yielded a significant amount of log spam [#34876](#34876)

v1.7.0 - v1.7.5

- Applications built with `flutter build appbundle` and `flutter build apk` will crash in add-to-app scenarios (https://github.com/flutter/flutter/issues/34308).

v1.7.1

- Any usage of platform views on Android results in a "reply already submitted" error (https://github.com/flutter/flutter/issues/33866).

v1.6.1 - v1.6.7

- Android builds get stuck in the splash screen after deploying an APK from an app bundle (generated using `flutter build appbundle`)

v1.5.8 - v1.6.2

- The analyzer suffers from a serious (>10%) performance regression. (https://github.com/flutter/flutter/issues/32320)

v1.5.3 - v1.6.0

- When an iOS back swipe gesture is dropped exactly back at the starting edge of the screen, subsequent back swipes stop working (https://github.com/flutter/flutter/issues/31471)

v1.5.2 - 1.5.8

- (minor) Engine crashes when confronted with some unconstrained layouts (https://github.com/flutter/flutter/issues/31650)

v1.3.10 - 1.5.8

- Selection handles don't appear on iOS (https://github.com/flutter/flutter/issues/31287)

v1.4.8 - v1.4.11

- Opacity layer's child transform matrix is not initialized (started from this engine roll), tracking issue: #30586. Fixed in https://github.com/flutter/engine/pull/8467 (rolled in https://github.com/flutter/flutter/commit/e09fc3574a8e4d243668c8f7b703378eca0bab24).

v1.4.0 - v1.4.8

- "Detected problems with API compatibility" dialog shows on Android P (started at https://github.com/flutter/flutter/commit/697a2a828fce98ec5cffd9dd2fdb34ccd200e38a), tracking issue: #30395. Fix was rolled at https://github.com/flutter/flutter/commit/d639883c5b72e6166c8241ab57114ea529f516a7.
- Error message for setting `PaintingBinding.shaderWarmup` too late #30145 may cause diffs in some (racy?) driver tests.

v1.3.14

- `flutter upgrade` will stash changes in the user's project folder.

v1.3.9 - v.1.3.13

- Android Emulator renders a white screen on first frame or after resuming from background until interaction with app or hot reload/restart (https://github.com/flutter/flutter/issues/29679)

v1.3.9

- Android crash on FlutterView.getAccessibilityNodeProvider due to NPE (https://github.com/flutter/flutter/issues/29203)

v1.2.2

- Android crash on startup in FlutterView.sendLocalesToDart on API < 24 (https://github.com/flutter/flutter/issues/28321)

v1.1.1 - v1.1.2

- Bad vector graphics caused by a Skia regression (https://github.com/flutter/flutter/issues/25426)

v0.11.6 - v0.11.9

- Suffers from splash screen not loading propertly for iOS apps (https://github.com/flutter/flutter/issues/24563)

v0.10.3 - v0.11.6

- Suffers from hot reload flakiness (https://github.com/flutter/flutter/issues/24400)

v0.10.0 - v0.11.1

- Workflows that require customizing the underlying `android` or `ios` apps and newly created apps using `cupertino_icons` are broken by #22565.

v0.10.0

- The colorScheme of ButtonTheme and minWidth of MaterialButton are not properly handled. See [#22789](), [flutter/flutter#22880](), and [flutter/flutter#22919]()

v0.9.6

- Copy/pasting broken on iOS in material apps, see [#22624]().

v0.9.5 - v0.9.6

- Upload to iOS app store is broken, see [#22306]().

v0.5.2 - v0.5.6

- Dart VM crashes on certain eval calls, see [#18573]().

v0.4.2

- Windows-specific bug in which android_arm release/profile snapshots build with hardfp when they should use softfp, see [#17387]().

v0.3.1 - ???

- Accessibility on iOS is broken, see [#16904]().

v0.2.10 - v0.2.11, v0.3.0

- iOS release binary sizes are bloated with image encoding support. The fix required an API update to `Image.toByteData()`. Since the API containing the image encoding was immediately changed, we don't want to release the bad API. [#16537]()

v0.2.9

- Android license status shows as "unknown" with certain Android SDK versions. [#16228]()

v0.2.4 - v0.2.6

- Flutter tool invocation from xcode_backend.sh never exits. [#15944]()

v0.2.5

- Tooltip of FAB doesn't end up as semantics label of FAB [#16063]()

v0.2.4

- Crash when doing full restart that spawns an isolate. [#15894]()
- Default `TabBar` `indicatorColor` doesn't contrast with its background. [#15958]()

v0.1.6 - v0.1.8

- `flutter test` loads test forever when run with `--preview-dart-2`. [#14931]()

v0.0.23 - v0.1.4

- Android Gallery gradle build fails on tagged commits without the `-pre.x` suffix. [#14912]()

v0.1.1 - v0.1.2

- Contain Dart SDK version `2.0.0-dev.23.0`, which suffers from dart-lang/sdk#32172 and manifests to the user as [#14696](#14696).
- Suffer from [#14751](#14751). They don't yet contain the change that unified the engine Dart SDK and the flutter tool Dart SDK, but these releases are prone to a different manifestation of the same problem with pub's version resolver checking the flutter tool's Dart SDK version and then running code against the engine Dart SDK version.

v0.0.22

- Anecdotally, we've seen people complain more when using v0.0.22 than v0.0.21.