

libgdx

1. "Bullet repeated InternalTickCallback invocation"
["https://github.com/libgdx/libgdx/issues/6845"](https://github.com/libgdx/libgdx/issues/6845)
2. "[Feature Request] Native QOI Image Format Support"
["https://github.com/libgdx/libgdx/issues/6844"](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"](https://github.com/libgdx/libgdx/issues/6835)
4. "use activityResultRegistry in libgdx for android"
["https://github.com/libgdx/libgdx/issues/6834"](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"](https://github.com/libgdx/libgdx/issues/6820)
6. "LWJGL3 windows no longer update while being resized"
["https://github.com/libgdx/libgdx/issues/6808"](https://github.com/libgdx/libgdx/issues/6808)
7. "ScrollPane not visible in SelectBox"
["https://github.com/libgdx/libgdx/issues/6807"](https://github.com/libgdx/libgdx/issues/6807)
8. "ANGLE doesn't work on 32-bit Windows"
["https://github.com/libgdx/libgdx/issues/6806"](https://github.com/libgdx/libgdx/issues/6806)
9. "VertexBufferObjectWithVAO.unbindAttributes bug in HTML/GWT"
["https://github.com/libgdx/libgdx/issues/6790"](https://github.com/libgdx/libgdx/issues/6790)
10. "Audio sounds muffled when using LWJGL3 backend"
["https://github.com/libgdx/libgdx/issues/6784"](https://github.com/libgdx/libgdx/issues/6784)
11. "Box2D not working on 1.10.1-SNAPSHOT with Linux"
["https://github.com/libgdx/libgdx/issues/6782"](https://github.com/libgdx/libgdx/issues/6782)
12. "MathUtils.atan2 screws up Box2D
Body.setTransform(x,y,angleRad)"
["https://github.com/libgdx/libgdx/issues/6779"](https://github.com/libgdx/libgdx/issues/6779)
13. "Pixmap doesn't specify it requires a Direct Byte Buffer"
["https://github.com/libgdx/libgdx/issues/6775"](https://github.com/libgdx/libgdx/issues/6775)
14. "iOS touch inputs not working after calling
SKStoreReviewController.requestReview();"
["https://github.com/libgdx/libgdx/issues/6769"](https://github.com/libgdx/libgdx/issues/6769)
15. "FileHandle: Shared Storage User Permissions - Android 11 (API 30)"
["https://github.com/libgdx/libgdx/issues/6755"](https://github.com/libgdx/libgdx/issues/6755)

16. "FreeTypeFontGenerator generates empty glyphs"
["https://github.com/libgdx/libgdx/issues/6746"](https://github.com/libgdx/libgdx/issues/6746)
17. "Could not resolve com.badlogicgames.gdx:gdx-backend-lwjgl3:1.10.1-SNAPSHOT"
["https://github.com/libgdx/libgdx/issues/6737"](https://github.com/libgdx/libgdx/issues/6737)
18. "LiveWallpaper crashing on Samsung Galaxy S21 series devices with Android 12"
["https://github.com/libgdx/libgdx/issues/6729"](https://github.com/libgdx/libgdx/issues/6729)
19. "What is the right way to limit max fps on Android?"
["https://github.com/libgdx/libgdx/issues/6724"](https://github.com/libgdx/libgdx/issues/6724)
20. "Dialog.key()'s keyDown() returns false (should return true)"
["https://github.com/libgdx/libgdx/issues/6713"](https://github.com/libgdx/libgdx/issues/6713)
21. "Add an option to not make the window freeze when moving/resizing the window"
["https://github.com/libgdx/libgdx/issues/6700"](https://github.com/libgdx/libgdx/issues/6700)
22. "LWJGL3 fails to create GLFW window when out of disk space?"
["https://github.com/libgdx/libgdx/issues/6684"](https://github.com/libgdx/libgdx/issues/6684)
23. "What does CC-LICENSE refer to?"
["https://github.com/libgdx/libgdx/issues/6663"](https://github.com/libgdx/libgdx/issues/6663)
24. "3D Particle Effect Editor doesn't load Texture Atlas"
["https://github.com/libgdx/libgdx/issues/6660"](https://github.com/libgdx/libgdx/issues/6660)
25. "Viewport shifted on secondary Monitor "
["https://github.com/libgdx/libgdx/issues/6653"](https://github.com/libgdx/libgdx/issues/6653)