[{"Title":"Cursor pixmap behaviour unstable after 27 march on 1.10.1-SNAPSHOT","Link":"https://github.com/libgdx/libgdx/issues/6835","Tags":"No Tags"}, {"Title":"use activityResultRegistry in libgdx for android","Link":"https://github.com/libgdx/libgdx/issues/6834","Tags":"No Tags"},{"Title":"\"No cap character found in font \" - Why would that be?","Link":"https://github.com/libgdx/libgdx/issues/6820","Tags":"No Tags"},{"Title":"2D particle effect freezes when loading a file","Link":"https://github.com/libgdx/libgdx/issues/6816","Tags":"\n   bug\n\n   need more info\n\n   tools\n"},{"Title":"LWJGL3 windows no longer update while being resized","Link":"https://github.com/libgdx/libgdx/issues/6808","Tags":"\n   bug\n\n   desktop\n\n LWJGL3\n"},{"Title":"ScrollPane not visible in SelectBox","Link":"https://github.com/libgdx/libgdx/issues/6807","Tags":"No Tags"},{"Title":"ANGLE doesn't work on 32-bit Windows","Link":"https://github.com/libgdx/libgdx/issues/6806","Tags":"No Tags"}, {"Title":"VertexBufferObjectWithVAO.unbindAttributes bug in HTML/GWT","Link":"https://github.com/libgdx/libgdx/issues/6790","Tags":"No Tags"}, {"Title":"Audio sounds muffled when using LWJGL3 backend","Link":"https://github.com/libgdx/libgdx/issues/6784","Tags":"\n   audio\n\n   bug\n\n   LWJGL3\n\n   need more info\n"},{"Title":"Box2D not working on 1.10.1-SNAPSHOT with Linux","Link":"https://github.com/libgdx/libgdx/issues/6782","Tags":"No Tags"},{"Title":"MathUtils.atan2 screws up Box2D Body.setTransform(x,y,angleRad)","Link":"https://github.com/libgdx/libgdx/issues/6779","Tags":"No Tags"},{"Title":"Pixmap doesn't specify it requires a Direct Byte Buffer","Link":"https://github.com/libgdx/libgdx/issues/6775","Tags":"No Tags"}, {"Title":"iOS touch inputs not working after calling SKStoreReviewController.requestReview();","Link":"https://github.com/libgdx/libgdx/issues/6769","Tags":"No Tags"},{"Title":"FileHandle: Shared Storage User Permissions - Android 11 (API 30)","Link":"https://github.com/libgdx/libgdx/issues/6755","Tags":"No Tags"},{"Title":"FreeTypeFontGenerator generates empty glyphs","Link":"https://github.com/libgdx/libgdx/issues/6746","Tags":"No Tags"}, {"Title":"Could not resolve com.badlogicgames.gdx:gdx-backend-lwjgl3:1.10.1-SNAPSHOT","Link":"https://github.com/libgdx/libgdx/issues/6737","Tags":"No Tags"}, {"Title":"LiveWallpaper crashing on Samsung Galaxy S21 series devices with Android 12","Link":"https://github.com/libgdx/libgdx/issues/6729","Tags":"No Tags"}, {"Title":"What is the right why to limit max fps on Android?","Link":"https://github.com/libgdx/libgdx/issues/6724","Tags":"\n   feature request\n"}, {"Title":"Dialog.key()'s keyDown() returns false (should return true)","Link":"https://github.com/libgdx/libgdx/issues/6713","Tags":"No Tags"},{"Title":"Add an option to not make the window freeze when moving/resizing the window","Link":"https://github.com/libgdx/libgdx/issues/6700","Tags":"\n   desktop\n"}, {"Title":"LWJGL3 fails to create GLFW window when out of disk space?","Link":"https://github.com/libgdx/libgdx/issues/6684","Tags":"\n   bug \n\n   desktop\n\n   LWJGL3\n\n   need more info\n"}, {"Title":"What does CC-LICENSE refer to?","Link":"https://github.com/libgdx/libgdx/issues/6663","Tags":"No Tags"},{"Title":"3D Particle Effect Editor doesn`t load Texture Atlas","Link":"https://github.com/libgdx/libgdx/issues/6660","Tags":"No Tags"}, {"Title":"Viewport shifted on secondary Monitor ","Link":"https://github.com/libgdx/libgdx/issues/6653","Tags":"No Tags"},{"Title":"box2d's ChainShape doesn't implement b2ChainShape::Clear() jni method","Link":"https://github.com/libgdx/libgdx/issues/6647","Tags":"No Tags"}]