libgdx

1)- "Cursor pixmap behaviour unstable after 27 march on 1.10.1-SNAPSHOT"

"https://github.com/libgdx/libgdx/issues/6835"

2)- "use activityResultRegistry in libgdx for android"

"https://github.com/libgdx/libgdx/issues/6834"

3)- "\"No cap character found in font\" - Why would that be?"

"https://github.com/libgdx/libgdx/issues/6820"

4)- "2D particle effect freezes when loading a file"

"https://github.com/libgdx/libgdx/issues/6816"

5)- "LWJGL3 windows no longer update while being resized"

"https://github.com/libgdx/libgdx/issues/6808"

6)- "ScrollPane not visible in SelectBox"

"https://github.com/libgdx/libgdx/issues/6807"

7)- "ANGLE doesn't work on 32-bit Windows"

"https://github.com/libgdx/libgdx/issues/6806"

8)- "VertexBufferObjectWithVAO.unbindAttributes bug in HTML/GWT"

"https://github.com/libgdx/libgdx/issues/6790"

9)- "Audio sounds muffled when using LWJGL3 backend"

"https://github.com/libgdx/libgdx/issues/6784"

10)- "Box2D not working on 1.10.1-SNAPSHOT with Linux"

"https://github.com/libgdx/libgdx/issues/6782"

11)- "MathUtils.atan2 screws up Box2D Body.setTransform(x,y,angleRad)"

"https://github.com/libgdx/libgdx/issues/6779"
12)- "Pixmap doesn't specify it requires a Direct Byte Buffer"
"https://github.com/libgdx/libgdx/issues/6775"
13)- "iOS touch inputs not working after calling SKStoreReviewController.requestReview();"
"https://github.com/libgdx/libgdx/issues/6769"
14)- "FileHandle: Shared Storage User Permissions - Android 11 (API 30)"
"https://github.com/libgdx/libgdx/issues/6755"
15)- "FreeTypeFontGenerator generates empty glyphs"
"https://github.com/libgdx/libgdx/issues/6746"
16)- "Could not resolve com.badlogicgames.gdx:gdx-backend-lwjgl3:1.10.1-SNAPSHOT"
"https://github.com/libgdx/libgdx/issues/6737"
17)- "LiveWallpaper crashing on Samsung Galaxy S21 series devices with Android 12"
"https://github.com/libgdx/libgdx/issues/6729"
18)- "What is the right why to limit max fps on Android?"
"https://github.com/libgdx/libgdx/issues/6724"
19)- "Dialog.key()'s keyDown() returns false (should return true)"
"https://github.com/libgdx/libgdx/issues/6713"
20)- "Add an option to not make the window freeze when moving/resizing the window"
"https://github.com/libgdx/libgdx/issues/6700"
21)- "LWJGL3 fails to create GLFW window when

out of disk space?"

"https://github.com/libgdx/libgdx/issues/6684"

22)- "What does CC-LICENSE refer to?"

"https://github.com/libgdx/libgdx/issues/6663"

23)- "3D Particle Effect Editor doesn`t load Texture Atlas"

"https://github.com/libgdx/libgdx/issues/6660"

24)- "Viewport shifted on secondary Monitor"

"https://github.com/libgdx/libgdx/issues/6653"

25)- "box2d's ChainShape doesn't implement b2ChainShape::Clear() jni method"

"https://github.com/libgdx/libgdx/issues/6647"