Babylon.js

(1). _internalMeshDataInfo not being cleared during skeleton change
https://github.com/BabylonJS/Babylon.js/issues/12364

(2). [GLTF] Rapid disposing and reloading of a scene in certain occasions will cause lighting to
fail   https://github.com/BabylonJS/Babylon.js/issues/12358

(3). [NME] click + drag on a frame header when another node selected moves the selected node
instead of frame https://github.com/BabylonJS/Babylon.js/issues/12355

(4). [Build] Add build test for projects using umd and es6
https://github.com/BabylonJS/Babylon.js/issues/12350

(5). 32 bit Ktx2 textures are flipped vertically on ios
https://github.com/BabylonJS/Babylon.js/issues/12349

(6). [GUI] Make control pointerEnter/pointerOut observables behave correctly on mobile
https://github.com/BabylonJS/Babylon.js/issues/12347

(7). Remove BABYLON namespace references in the Inspector
https://github.com/BabylonJS/Babylon.js/issues/12343

(8). [Build] Push previous versions to our CDN
https://github.com/BabylonJS/Babylon.js/issues/12335

(9). Evaluate removing IE support
https://github.com/BabylonJS/Babylon.js/issues/12324

(10). Texture Inspector - Clicking on the "Edit" button crashes the Inspector
https://github.com/BabylonJS/Babylon.js/issues/12310