

# three.js

- (1). Feature request: Add premultiplied alpha control in WebGLBackground  
<https://github.com/mrdoob/three.js/issues/23858>
- (2). EmissiveMap texture error when using the MMDAnimationHelper and MMDLoader (maybe is texture error)  
<https://github.com/mrdoob/three.js/issues/23855>
- (3). GLTFLoader BufferAttribute unable to reference directly in THREE.BufferGeometry.attributes[x] (Suggested fix)  
<https://github.com/mrdoob/three.js/issues/23846>
- (4). Opacity issue when using SSAARenderPass in r139  
<https://github.com/mrdoob/three.js/issues/23840>
- (5). Reconsider removal of inline sRGB decode  
<https://github.com/mrdoob/three.js/issues/23803>
- (6). WEBGPU Custom Shader Example  
<https://github.com/mrdoob/three.js/issues/23748>
- (7). Add missing blend function constants  
<https://github.com/mrdoob/three.js/issues/23741>
- (8). Mirror Example broken on iOS 15.4  
<https://github.com/mrdoob/three.js/issues/23733>
- (9). Points billboard not working as expected in VR on r137  
<https://github.com/mrdoob/three.js/issues/23731>
- (10). errors in visualisation in webgl\_loader\_gltf\_transmission with safari 15.4 on M1/iOS devices  
<https://github.com/mrdoob/three.js/issues/23730>