

1. error TS2307: Cannot find module 'babylonjs-gltf2interface/.js' or its corresponding
2. Evaluate removing IE support
3. [NME] ctrl + drag around nodes in a frame will only select the frame
4. Texture Inspector - Clicking on the "Edit" button crashes the Inspector
5. [Tools] Make sure our tools have basic accessibility tags
6. WebXR: Display teleport ray in red color when intersecting with pickBlockerMesh
7. KTX Textures get lost on GLB Export
8. [Build] Make sure to log shader compilation error better in validation tests
9. Allow arc rotate auto rotation to rotate to a certain beta value
10. Unicode/emoji characters in Playground are lost upon Save
11. Flexibility to load Preload Assets.
12. Allow conditional texture fetch in NME
13. Use Custom NME Material for shadow map shaders
14. [NME] Shortcuts for search and placement
15. TouchButton3D's getPressDepth(position) call has depth discrepancy
16. Adding a parameter for setParent() method that takes into account the pivot cha
17. XR Modal Window
18. Upgrade to v0.2.0 of Basis-Universal-Transcoders to decode KTX
19. Export PNG from serializers without losing color information due to premultiplie
20. [XR] Materials should use stereo eye position for reflections in multiview
21. Implement IAnimatable on GUI controls
22. AssetContainer addAllToScene and removeAllFromScene should also handle pa
23. SPS should set the active mesh's bounding info to be the size of the SPS itself
24. [XR] Implement an AR Depth Feature
25. [XR] Near Menu cannot be dragged when in immersive mode