

1. Raycast + Instancing in A-Frame?
2. hand-tracking-controls 1.5 y offset required?
3. Asset loading hangs forever when errors hit loading an asset.
4. Refused to evaluate a string as JavaScript because 'unsafe-eval' is not an allowed source of script
5. Broken Hyperlink on Aframe website - videosphere section
6. The version 1.3.0 a-frame does not work in WebView on Android when switching
7. VR mode not working on iOS devices
8. 1.3.0 Hellow WebVR screenshot looks washed out
9. a-text custom font broken
10. Dropped frames after mousedown on Chrome/Bing on scenes with large number of objects
11. White bar at the bottom when in landscape orientation - iOS - iPhone
12. npm run dist error
13. Canvas does not update when in VR mode in Oculus Browser...
14. spherical-env-map not working from A-Frame 1.1.0+
15. Silent failure where components not initialized if they are modified immediately after creation
16. Not up-to-date documentation
17. raycasting with mouse not on the object position when "embedded"
18. Plane or Sky not visible on iOS Chrome and Firefox
19. Raycasting to objects that are not the closest
20. Look controls only working horizontally on touchscreen
21. 360 video - Android Firefox
22. random WebGL: CONTEXT_LOST_WEBGL: loseContext: context lost on a reload
23. Rendering to a 2d canvas while XR mode enabled
24. Add support for targetFrameRate and supportedFrameRates
25. VR appears broken for iOS devices. Tested on iPad/iPhone. Confirmed on example