1. Test-Renderer isn't working
2. Small error in Documentation
3. react-three-fibers depends on react@18 and a version of zustand that disallows r
4. Canvas resize delayed after container resize.
5. Error in documentation for negative indices ?
6. Proposal: Bring "color" or "background" into Canvas Props because I'm lazy
7. Consider defaulting to renderer.physicallyCorrectLights = true
8. Event system shouldn't assume a single, builtin Raycaster
9. RTTR waitFor tests fail when async
10. does not work with react native [npx react-native init]
11. Test renderer throws when using components not mounted via r3f
12. React Native: load a GLB with embedded textures
13. Mismatch between reported viewport from three.js and R3f
14. Canvas height keeps on increasing
15. The performance scaling example doesn't disable post on regress, it just skips t
16. Concurrent mode throwing warnings when the frameLoop is taken over
 1 7 . Ø=Üñ   C a l l f o r R e a c t N a t i v e m a i n t a i n e r s !
18. prepareRaycaster breaks when using <Html /> from drei
19. onClick acting like "onPointerUp"