UserName :

aframevr

Repository Name :

aframe

1) npm install operations take 10+ minutes longer
2) Camera shakes even with still device on Android/chrome
3) android vr mode bug: middle white line not centered, ios vr mode bug: aframe only white screen
4) Issue Raycasting Against Sprites
5) Rift controllers are displayed in Quest 1
6) aframe is causing images to shake rapidly (see the video attached)
7) Raycast + Instancing in A-Frame?
8) hand-tracking-controls 1.5 y offset required?