

- 1 Spatial sound not working on iOS 14.3, chrome or safari
- 2 Update to glTF-Validator 2.0.0-dev.3.6
- 3 [GLTF] Rapid disposing and reloading of a scene in certain occasions will cause lighting to fail
- 4 [Build] Add build test for projects using umd and es6
- 5 32 bit Ktx2 textures are flipped vertically on ios