

Animation nextFrame: function (component) frame null
<https://github.com/photonstorm/phaser/issues/5620>
Pushable false bodies still move when circle shaped
<https://github.com/photonstorm/phaser/issues/5617>
Render Texture snapshot pixel y-coordinate is inverted
<https://github.com/photonstorm/phaser/issues/5616>
Add "tint" to the scene.make.image, scene.make.sprite config param (maybe other)
<https://github.com/photonstorm/phaser/issues/5609>
WorldToTileX not working for Hex Tilesets (TileY and TileXY works)
<https://github.com/photonstorm/phaser/issues/5608>
[3.53.1] RenderTexture generates [.WebGL-0x7fd824064400]RENDER WARNING
<https://github.com/photonstorm/phaser/issues/5603>
[3.53.1] WebGL warning
<https://github.com/photonstorm/phaser/issues/5602>
Text in group to renderTexture snapshotArea got text stroke
<https://github.com/photonstorm/phaser/issues/5600>
Canvas Spine objects do not respect camera zoom when inside a scaled container
<https://github.com/photonstorm/phaser/issues/5596>
Can not add a layer to another layer.
<https://github.com/photonstorm/phaser/issues/5595>