

bad performance in WebGL version 2.15+

<https://github.com/photonstorm/phaser-ce/issues/681>

Different frame rate for each frame of an animation

<https://github.com/photonstorm/phaser-ce/issues/673>

click events not working after video exitfullscreen on ipad

<https://github.com/photonstorm/phaser-ce/issues/669>

Phaser on iOS (sometimes) stay paused

<https://github.com/photonstorm/phaser-ce/issues/668>

Text rendering with word wrap and RTL often clips

<https://github.com/photonstorm/phaser-ce/issues/664>

Multitasking on iOS breaks input

<https://github.com/photonstorm/phaser-ce/issues/663>

Text stroke + shadow looks bad on latest iOS

<https://github.com/photonstorm/phaser-ce/issues/648>

Object parameters with tiled

<https://github.com/photonstorm/phaser-ce/issues/623>

Horizontal scroll stops working after screenshot capture with 3 finger down swipe

<https://github.com/photonstorm/phaser-ce/issues/615>