Babylon.js

1. "[NME] click + drag on a frame header when another node selected moves the selected node instead of frame"
"https://github.com/BabylonJS/Babylon.js/issues/12355"
2. "[NME] Prevent alt+click shortcut to drop elbow on complex node connections"
"https://github.com/BabylonJS/Babylon.js/issues/12354"
3. "[Build] Add build test for projects using umd and es6"
"https://github.com/BabylonJS/Babylon.js/issues/12350"
4. "32 bit Ktx2 textures are flipped vertically on ios"
"https://github.com/BabylonJS/Babylon.js/issues/12349"
5. "[GUI] Make control pointerEnter/pointerOut observables behave correctly on mobile"
"https://github.com/BabylonJS/Babylon.js/issues/12347"
6. "Remove BABYLON namespace references in the Inspector"
"https://github.com/BabylonJS/Babylon.js/issues/12343"
7. "[Build] Push previous versions to our CDN"
"https://github.com/BabylonJS/Babylon.js/issues/12335"
8. "Evaluate removing IE support"
"https://github.com/BabylonJS/Babylon.js/issues/12324"
9. "Texture Inspector - Clicking on the \"Edit\" button crashes the Inspector"
"https://github.com/BabylonJS/Babylon.js/issues/12310"
10. "[Tools] Make sure our tools have basic accessibility tags"
"https://github.com/BabylonJS/Babylon.js/issues/12294"
11. "WebXR: Display teleport ray in red color when intersecting with pickBlockerMeshes"
"https://github.com/BabylonJS/Babylon.js/issues/12280"
12. "KTX Textures get lost on GLB Export"
"https://github.com/BabylonJS/Babylon.js/issues/12257"
13. "[Build] Make sure to log shader compilation error better in validation tests"
"https://github.com/BabylonJS/Babylon.js/issues/12244"
14. "Allow arc rotate auto rotation to rotate to a certain alpha value"
"https://github.com/BabylonJS/Babylon.js/issues/12204"

15. "Unicode/emoji characters in Playground are lost upon Save"
"https://github.com/BabylonJS/Babylon.js/issues/12174"
16. "Allow conditional texture fetch in NME"
"https://github.com/BabylonJS/Babylon.js/issues/12151"
17. "Use Custom NME Material for shadow map shaders"
"https://github.com/BabylonJS/Babylon.js/issues/12150"
18. "[NME] Shortcuts for search and placement"
"https://github.com/BabylonJS/Babylon.js/issues/12148"
19. "TouchButton3D's getPressDepth(position) call has depth discrepancy"
"https://github.com/BabylonJS/Babylon.js/issues/12109"
20. "Adding a parameter for setParent() method that takes into account the pivot change"
"https://github.com/BabylonJS/Babylon.js/issues/12101"
21. "XR Modal Window"
"https://github.com/BabylonJS/Babylon.js/issues/12071"
22. "Upgrade to v0.2.0 of Basis-Universal-Transcoders to decode KTX"
"https://github.com/BabylonJS/Babylon.js/issues/12002"
23. "Export PNG from serializers without loosing color information due to premultiplied alpha"
"https://github.com/BabylonJS/Babylon.js/issues/11967"
24. "[XR] Materials should use stereo eye position for reflections in multiview"
"https://github.com/BabylonJS/Babylon.js/issues/11949"
25. "Implement IAnimatable on GUI controls "
"https://github.com/BabylonJS/Babylon.js/issues/11920"