## cesium

1. "Cesium 1.92ÿ The GridImageryProvider and

TileCoordinatesImageryProvider cannot create"

- "https://github.com/CesiumGS/cesium/issues/10278"
- 2. "Polyline Flickr if Camera moved"
- "https://github.com/CesiumGS/cesium/issues/10277"
- 3. "HeightReference.CLAMP\_TO\_GROUND Can't clame to ground\t"
- "https://github.com/CesiumGS/cesium/issues/10274"
- 4. "Don't bundle tests in the release zip"
- "https://github.com/CesiumGS/cesium/issues/10270"
- 5. "cesium.com branch of CesiumJS fails in CI due to token"
- "https://github.com/CesiumGS/cesium/issues/10267"
- 6. "when i decompose a matrix into translation, rotation and scale, i can't get positive solution"
- "https://github.com/CesiumGS/cesium/issues/10264"
- 7. "Unable to run tests on Safari"
- "https://github.com/CesiumGS/cesium/issues/10262"
- 8. "Use @namespace in addition to @enum for jsdoc "
- "https://github.com/CesiumGS/cesium/issues/10259"
- 9. "Use reference counting to manage resources shared between models/tilesets."
- "https://github.com/CesiumGS/cesium/issues/10257"
- 10. "Make it easier to debug custom shader compile errors"
- "https://github.com/CesiumGS/cesium/issues/10256"
- 11. "tileset.modelMatrix not working for .i3dm with ModelExperimental enabled"
- "https://github.com/CesiumGS/cesium/issues/10255"
- 12. "Improve line number reporting for CustomShader and ModelExperimental "
- "https://github.com/CesiumGS/cesium/issues/10254"
- 13. "Camera.lookAt crash"
- "https://github.com/CesiumGS/cesium/issues/10252"
- 14. "Handle noData/default metadata values in CustomShader"
- "https://github.com/CesiumGS/cesium/issues/10249"
- 15. "Handle remaining types for property textures in custom shaders"

"https://github.com/CesiumGS/cesium/issues/10248"

16. "Ellipsoid renders differently with fixed vs callback properties" "https://github.com/CesiumGS/cesium/issues/10245"

17. "Bounding spheres in ModelExperimental are larger and less accurate than Model"

"https://github.com/CesiumGS/cesium/issues/10244"

18. "Blue patch in sky at certain angle"

"https://github.com/CesiumGS/cesium/issues/10240"

19. "Remove individual image-based lighting parameters in 1.94"

"https://github.com/CesiumGS/cesium/issues/10232"

20. "Add mipmaps to textures in ModelExperimental"

"https://github.com/CesiumGS/cesium/issues/10231"

21. "new macbook pro14 render line have big bug"

"https://github.com/CesiumGS/cesium/issues/10229"

22. "Underground color demo bug?"

"https://github.com/CesiumGS/cesium/issues/10227"

23. "Continuously printing error messages when zooming to a tileset that cannot be loaded"

"https://github.com/CesiumGS/cesium/issues/10222"

24. "Replace toThrowDeveloperError matcher with custom toThrowError behavior"

"https://github.com/CesiumGS/cesium/issues/10221"

25. "Model spec failure: \"Loads with incrementallyLoadTextures set to true\""

"https://github.com/CesiumGS/cesium/issues/10216"