aframe

1. "Raycast + Instancing in A-Frame?"
"https://github.com/aframevr/aframe/issues/5035"
2. "hand-tracking-controls 1.5 y offset required?"
"https://github.com/aframevr/aframe/issues/5034"
3. "Asset loading hangs forever when errors hit loading an asset."
"https://github.com/aframevr/aframe/issues/5032"
4. "Refused to evaluate a string as JavaScript because 'unsafe-eval' is not an allowed source of script"
"https://github.com/aframevr/aframe/issues/5028"
5. "Broken Hyperlink on Aframe website - videosphere section"
"https://github.com/aframevr/aframe/issues/5021"
6. "The version 1.3.0 a-frame does not work in WebView on Android when switching to VR mode"
"https://github.com/aframevr/aframe/issues/5020"
7. "VR mode not working on iOS devices"
"https://github.com/aframevr/aframe/issues/5019"
8. "1.3.0 Hellow WebVR screenshot looks washed out"
"https://github.com/aframevr/aframe/issues/5014"
9. "a-text custom font broken"
"https://github.com/aframevr/aframe/issues/5009"
10. "Dropped frames after mousedown on Chrome/Bing on scenes with large number of nested entities"
"https://github.com/aframevr/aframe/issues/5004"
11. "White bar at the bottom when in landscape orientation - iOS - iPhone"
"https://github.com/aframevr/aframe/issues/5003"
12. "npm run dist error"
"https://github.com/aframevr/aframe/issues/5002"
13. "Canvas does not update when in VR mode in Oculus Browser..."
"https://github.com/aframevr/aframe/issues/4984"
14. "spherical-env-map not working from A-Frame 1.1.0+"
"https://github.com/aframevr/aframe/issues/4977"
15. "Silent failure where components not initialized if they are modified immediately after object creation."

"https://github.com/aframevr/aframe/issues/4973"

16. "Not up-to-date documentation"

"https://github.com/aframevr/aframe/issues/4971"

17. "raycasting with mouse not on the object position when \"embedded\""

"https://github.com/aframevr/aframe/issues/4970"

18. "Plane or Sky not visible on iOS Chrome and Firefox"

"https://github.com/aframevr/aframe/issues/4969"

19. "Raycasting to objects that are not the closest"

"https://github.com/aframevr/aframe/issues/4965"

20. "Look controls only working horizontally on touchscreen"

"https://github.com/aframevr/aframe/issues/4957"

21. "360 video - Android Firefox"

"https://github.com/aframevr/aframe/issues/4950"

22. "random WebGL: CONTEXT_LOST_WEBGL: loseContext: context lost on a relatively simple page."

"https://github.com/aframevr/aframe/issues/4945"

23. "Rendering to a 2d canvas while XR mode enabled"

"https://github.com/aframevr/aframe/issues/4937"

24. "Add support for targetFrameRate and supportedFrameRates"

"https://github.com/aframevr/aframe/issues/4934"

25. "VR appears broken for iOS devices. Tested on iPad/iPhone. Confirmed on example at aframe.io"

"https://github.com/aframevr/aframe/issues/4929"