

#### Godot Issues:

1. Shader parameters for shaders that use vulkan-only features are not included when exporting a project in headless mode (Already completed)

Link: [Shader parameters for shaders that use vulkan-only features are not included when exporting a project in headless mode · Issue #88187 · godotengine/godot · GitHub](#)

2. If AudioStream is playing with NaN VolumeDb value, whole audio doesn't work. No errors displayed.

Link: <https://github.com/godotengine/godot/issues/88133>

3. Expression.parse() returns OK when the parsed expression is not okay?

Link: <https://github.com/godotengine/godot/issues/88121>